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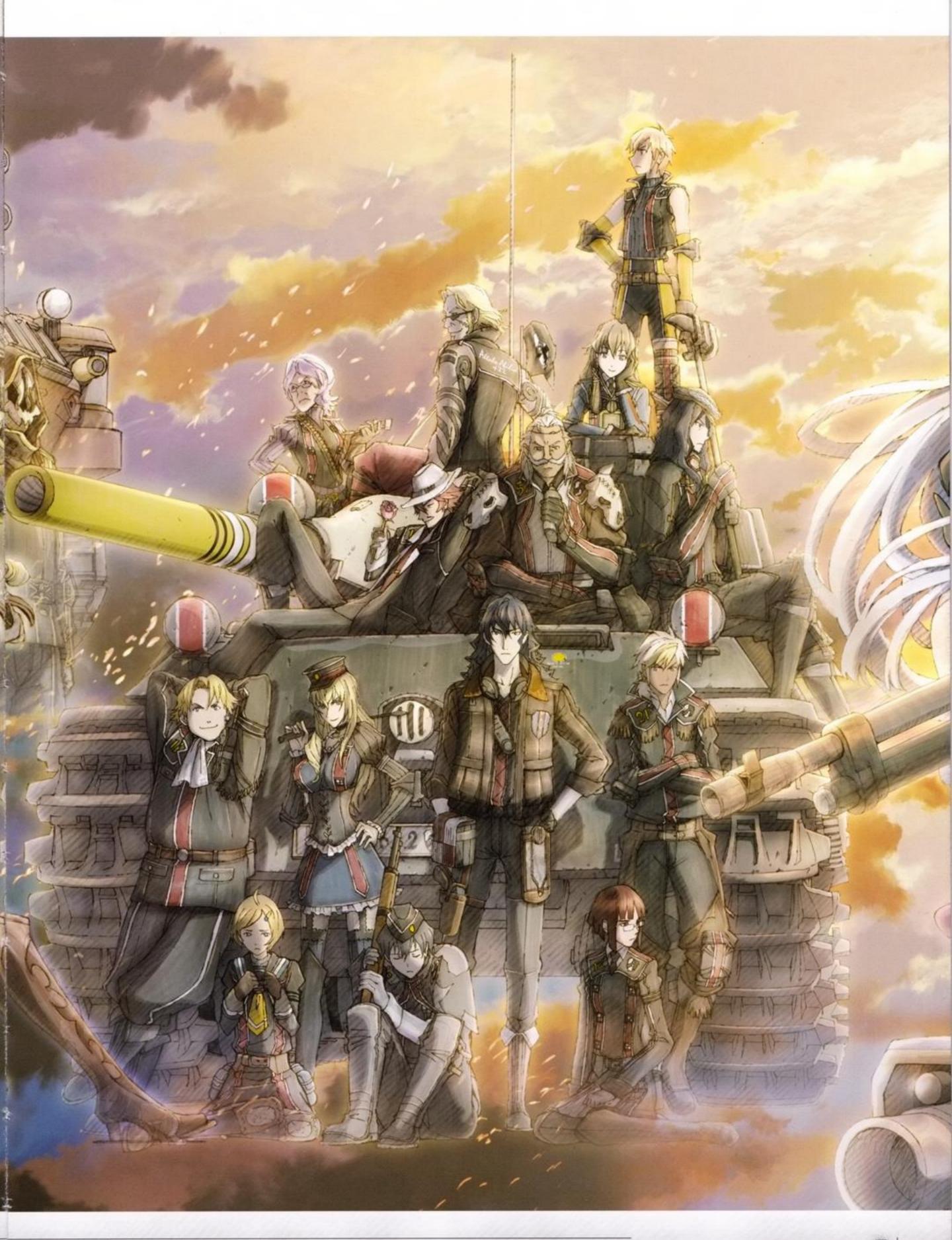


















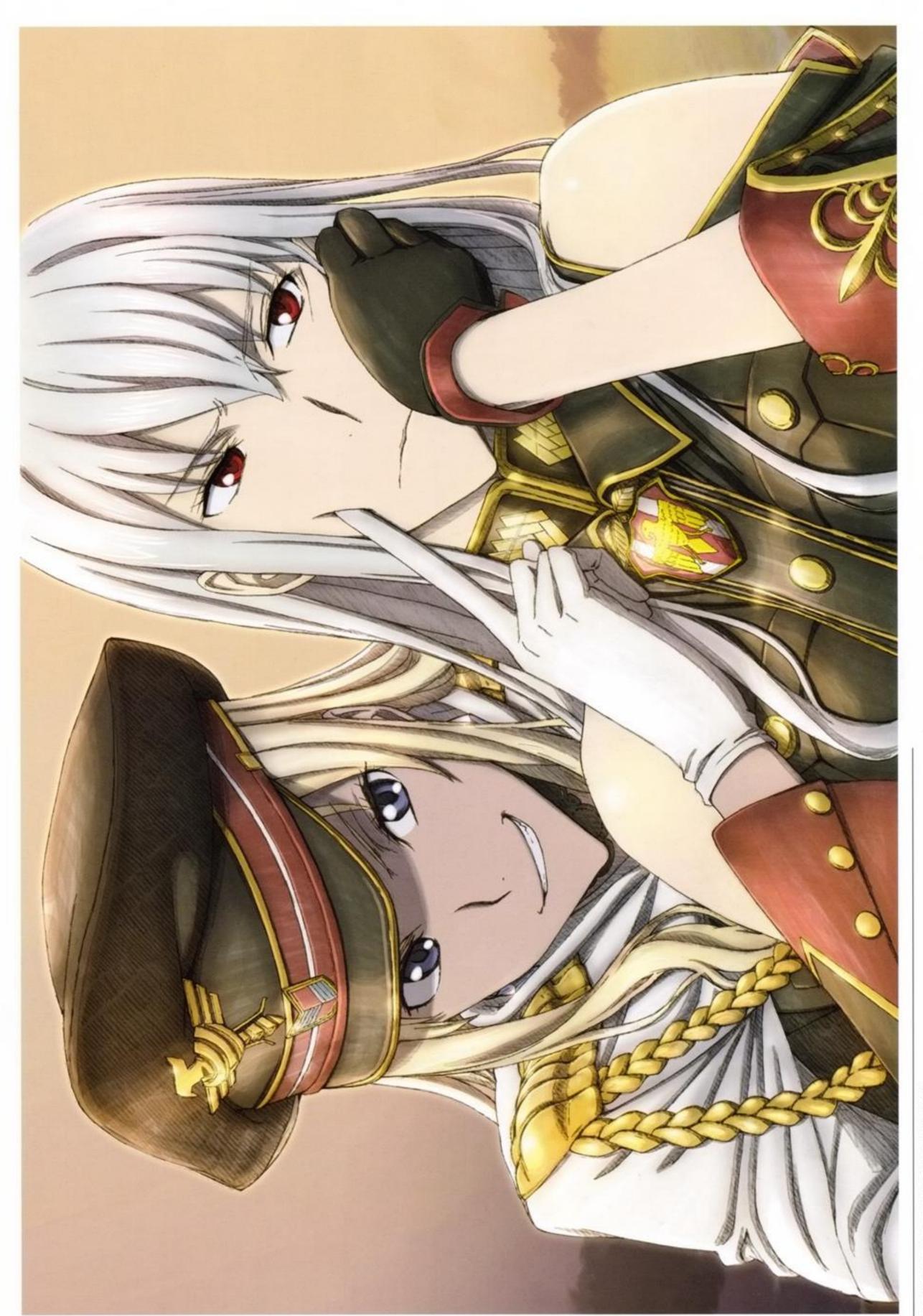




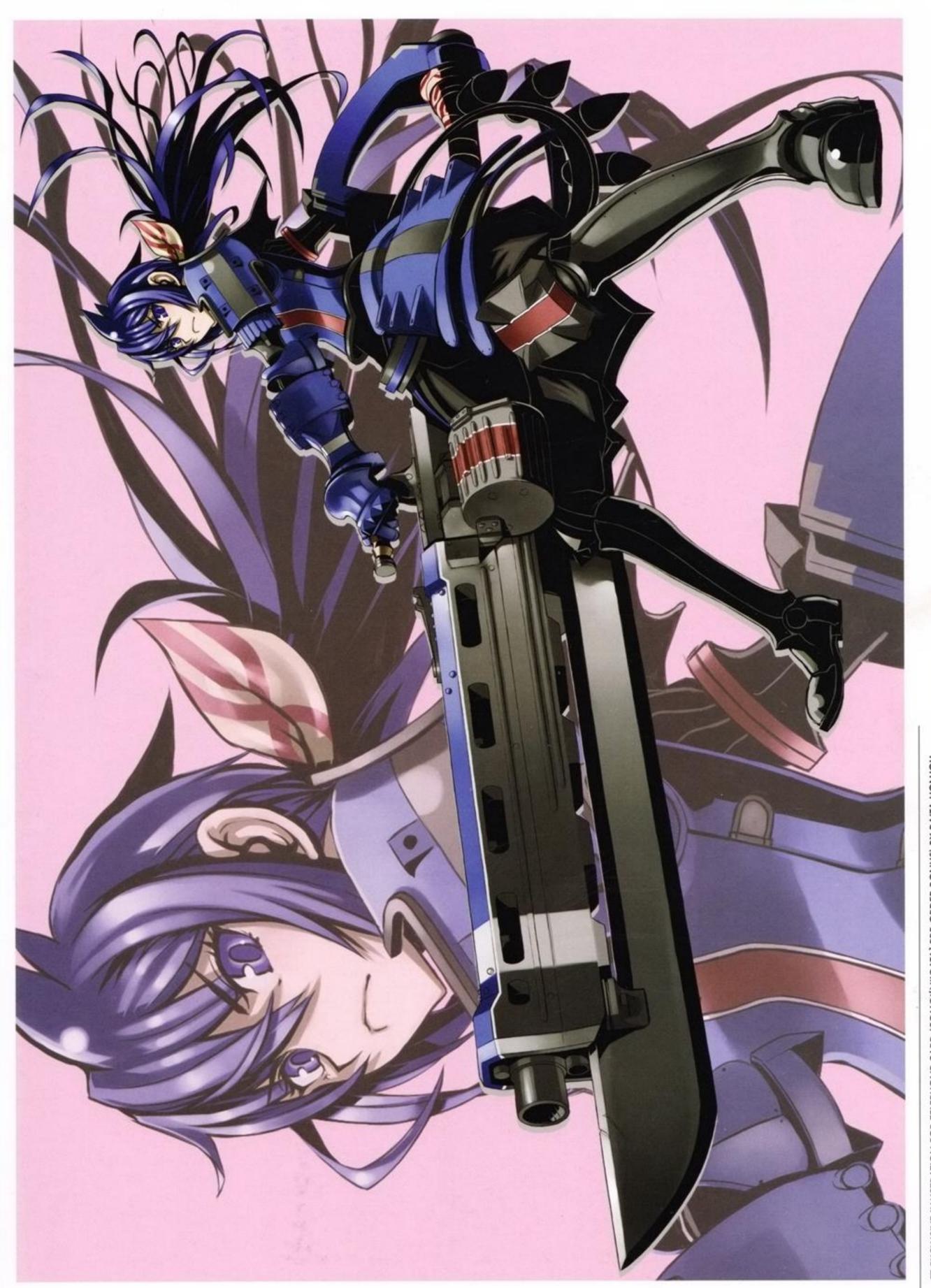








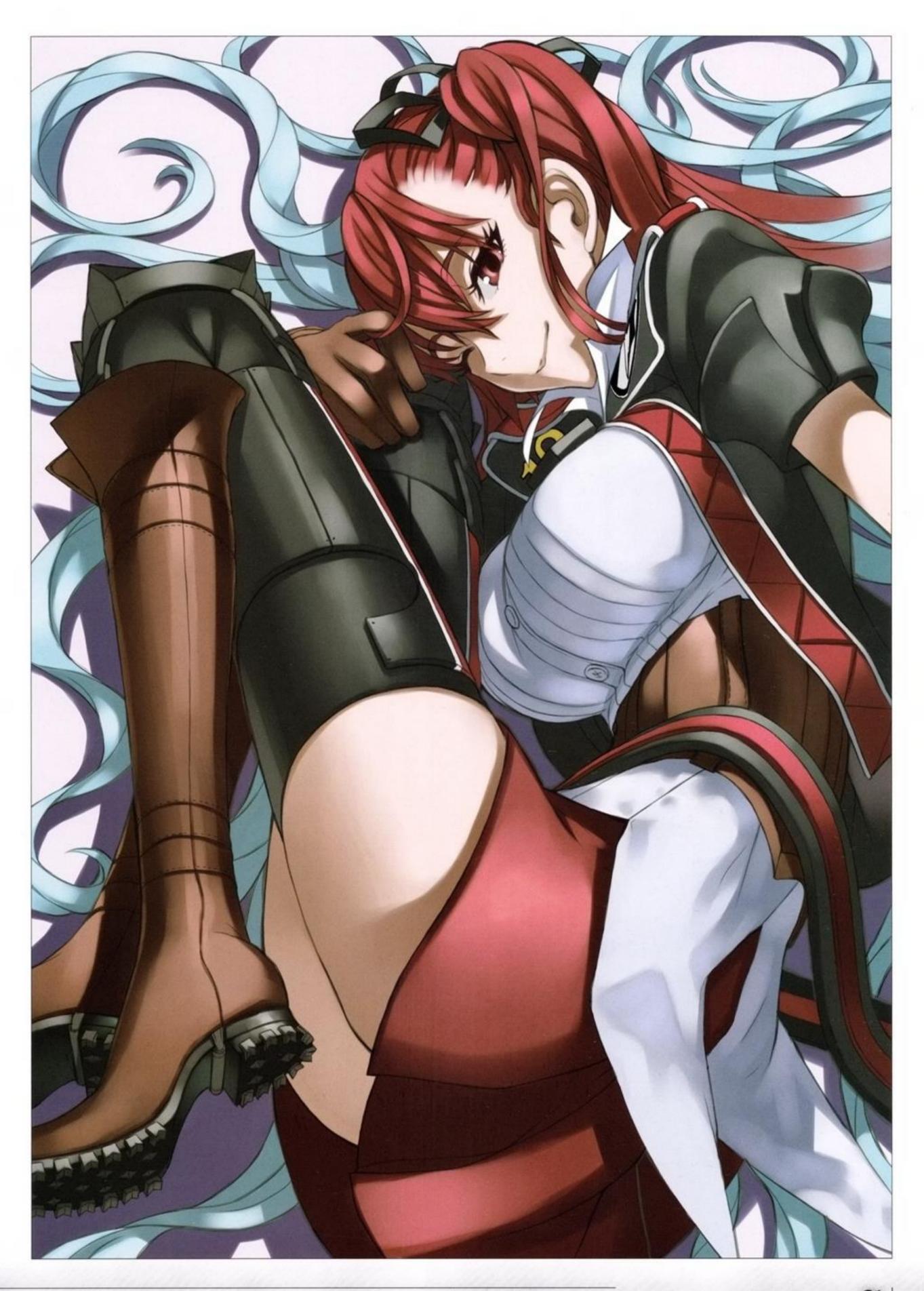


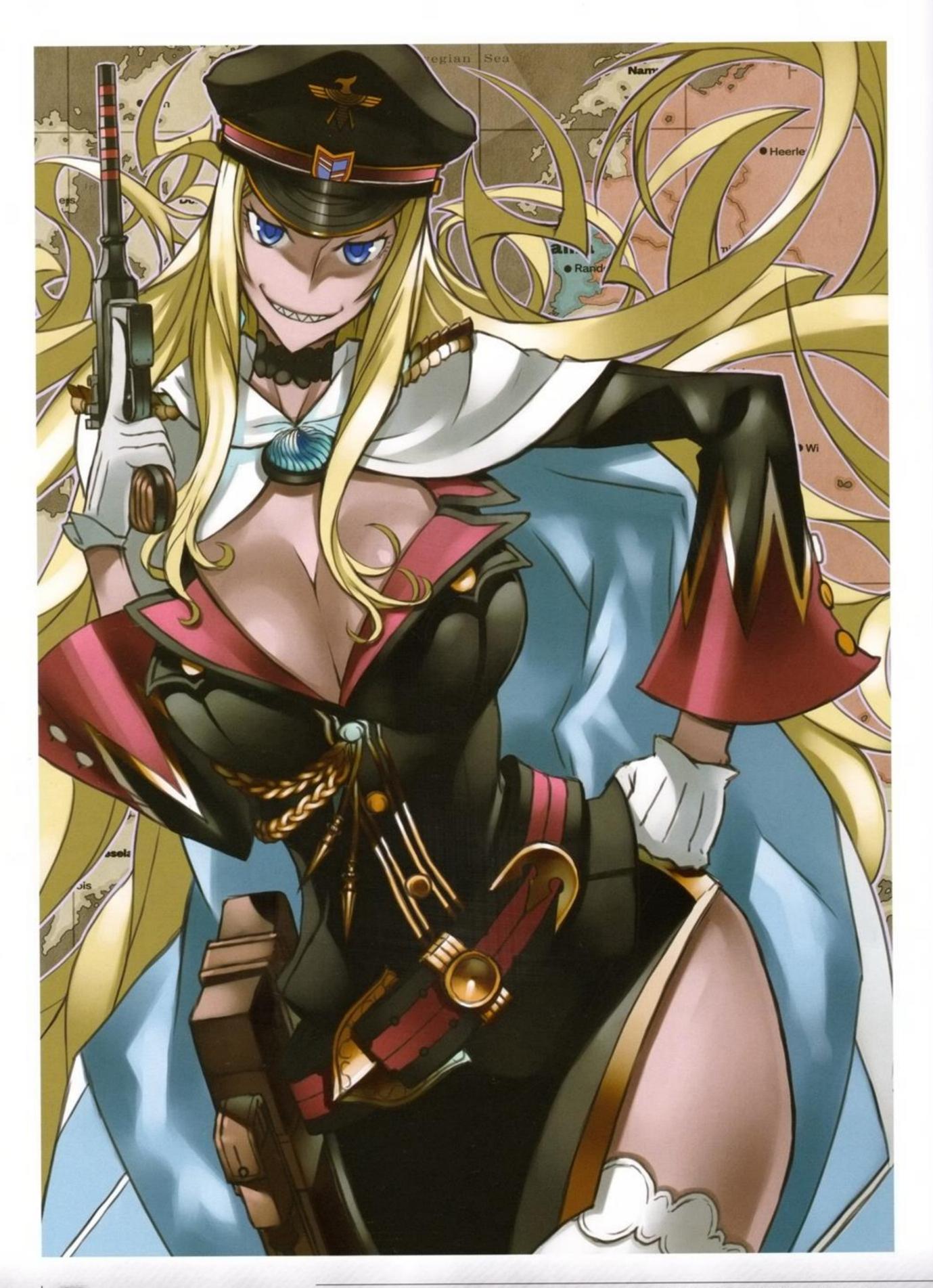












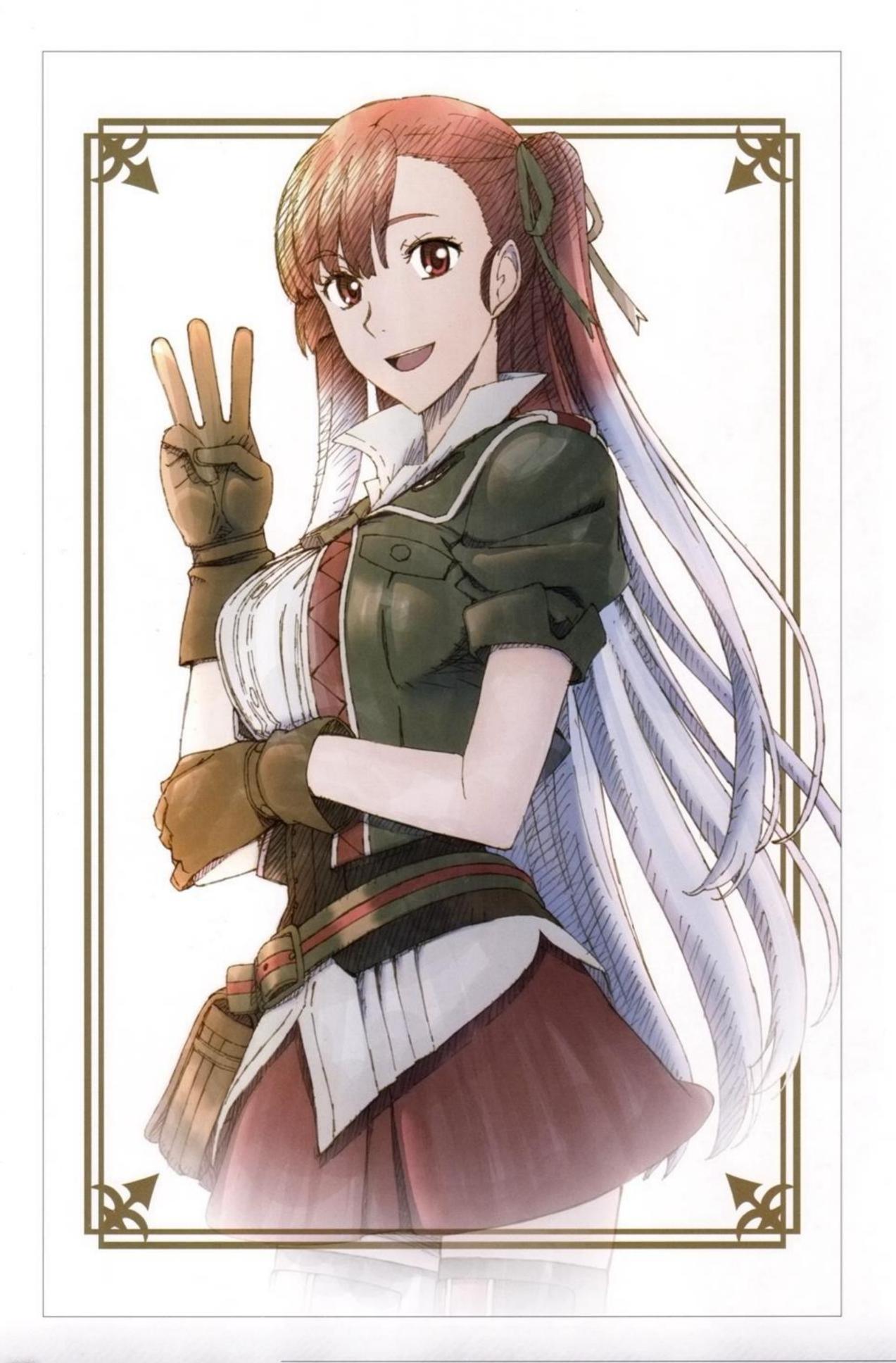














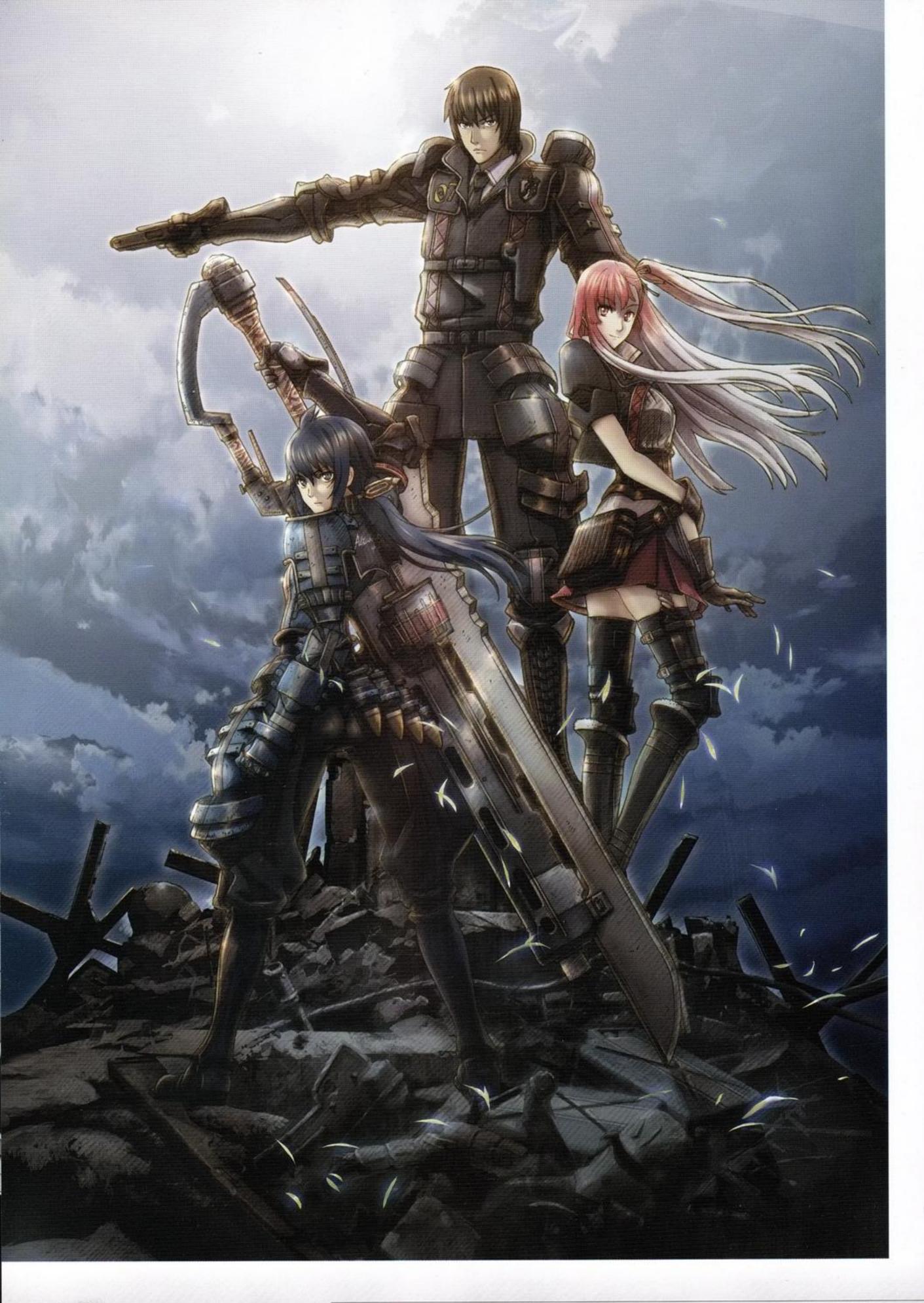


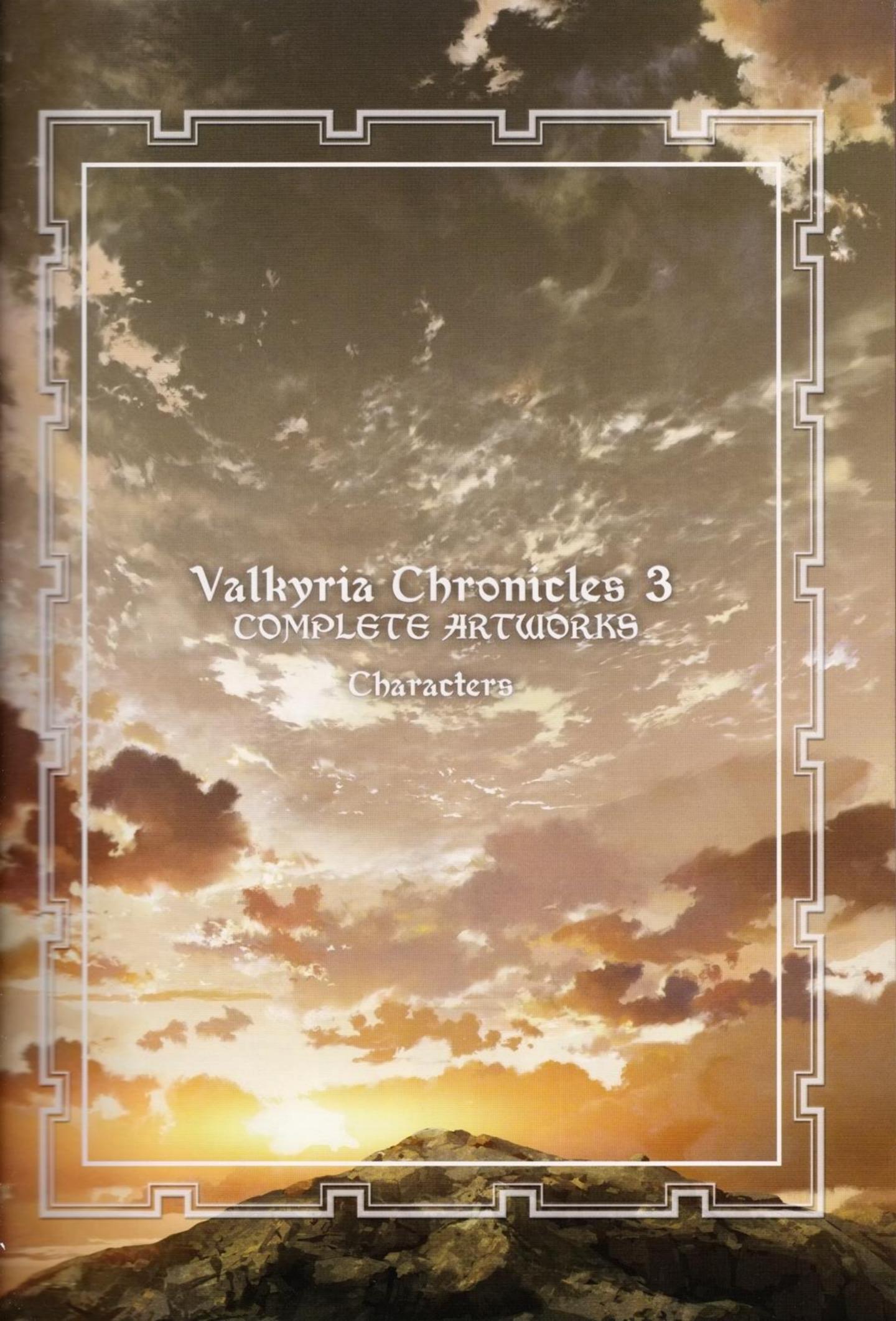






■ WEEKLY FAMITSU JANUARY 13, 2011 ISSUE ILLUSTRATION







GENDER: Male

HEIGHT: 178cm RACE: Gallian

personal philosophy served him

Kurt enrolled in Lanseal Royal

Military Academy with a full

scholarship because he felt that

would place the least amount of

burden on his parents, while still

allowing him the possibility of

an upward career trajectory

in the future. He is not

particularly prone to

violence, but he does

duty to protect their

homeland.

believe it is a soldier's

well as a military commander.

AGE: 20

# Kurt Irving

クルト・アーヴィング



Character Voice: Yuichi Nakamura

"I will regain my name...
no matter what."



Kurt has higher aspirations than most, and became a top student by studying and training judiciously. To better illustrate the kind of person Kurt is, let's say a prodigy can memorize the multiplication table up to 9x9 in ten seconds, and a genius can memorize the same in three days. In this case, Kurt is the guy who would try to memorize the multiplication table up to 99x99 in three days, and mostly succeed. Even when he scores 98% on a test, he will take the time to give serious thought as to why he didn't get the remaining 2%. As a result, he was both respected and detested in both regular school and the military academy. This created distance between Kurt and his fellow students, distance that was only widened by the fact that Kurt showed little to no interest in others. The only thing Kurt ever worries about is how to better himself, but even when he succeeds

at that, he does not feel the least bit satisfied. Kurt graduated from Lanseal Royal Military Academy not only at the top of his class, but with the highest grades ever recorded in the academy's long history. Once out in the field as an officer in the Gallian Army, Kurt was assigned to areas like Central Gallia and the Vasel area, where he achieved victories for Gallia in battles that most considered to be impossible situations. His valor and obvious talent caught the eye of Major General Eisler, and Kurt seemed to be on a direct path to a successful military career as an elite officer. This path came to an abrupt end, however, when Kurt happened to pick up a letter that was part of secret communications Eisler was having with the Empire. Kurt didn't look at the contents of the letter and simply delivered it to Eisler, whose name was on the envelope, but Eisler nonetheless suspected Kurt of reading the letter. In order to cover his tracks, Eisler framed Kurt for treason and had him sent to the penal military unit Nameless. This huge misfortune and obvious injustice did little to sway Kurt's hard-working nature, however. Taking a leadership position during battles in the most difficult war zones and rallying a rather motley crew of soldiers under his lead, Kurt once again managed to achieve a string of victories for Gallia. Through his experiences with the Nameless, Kurt learned the difficulties and joys of interacting with others. Two particular individuals of note were Riela, who seemed to have an extreme and sometimes illogical faith in Kurt, and Imca, who tended to distance herself from others even more than Kurt did. By deepening his relationships with these two women, Kurt felt the joy of trusting and being trusted for the first time in his life.

Once all of the fighting was over, Nameless was disbanded and Kurt retired from the military world to live out the rest of his life with the one person who was more important to him than any amount of military glory could ever be. All records of the shadow squad led by Kurt were stricken from the annals of history, and their chronicles lived on only in the memories of a scarce few.

During his free time, Kurt is usually found cooking or gathering wild herbs. He has spent countless hours mixing his own unique herb blends, but he has yet to discover the perfect blend.

### Kurt Design

With regard to designing main characters for the "Valkyria Chronicles" series, Raita Honjou noted in his comments for the first game that military uniforms were very good at eradicating a person's individuality. When working on "Valkyria Chronicles 3", he once again struggled with this challenge as he attempted to design unique characters wearing military uniforms while also maintaining the reality of the world the team was creating.





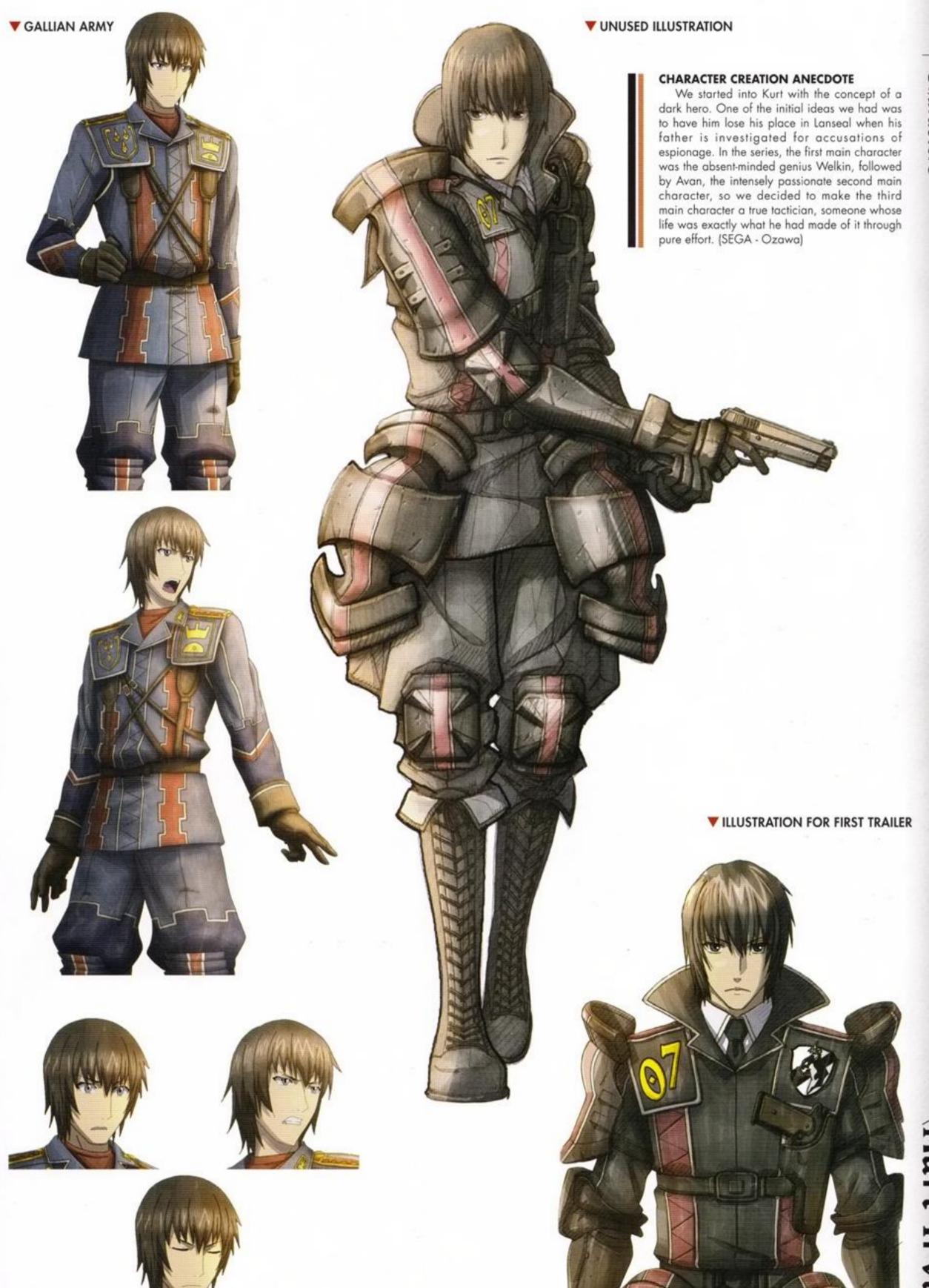


Since the main color for Nameless was black, I couldn't count on bright colors to make the characters unique and memorable. Instead, I focused on designing a silhouette that exuded heroism and the cool vibe expected of a main character. The wide collar and shoulder armor were key to achieving this goal. If I added too many accessories, the design would go too far in the fantasy genre direction, and if I added too much to the armor itself, it wouldn't match the reality of the era we were trying to create. This balancing act was the most difficult part of the design process, and I did my best to keep the entire character rather monotone, including things like his hair and eye colors. (Honjou)

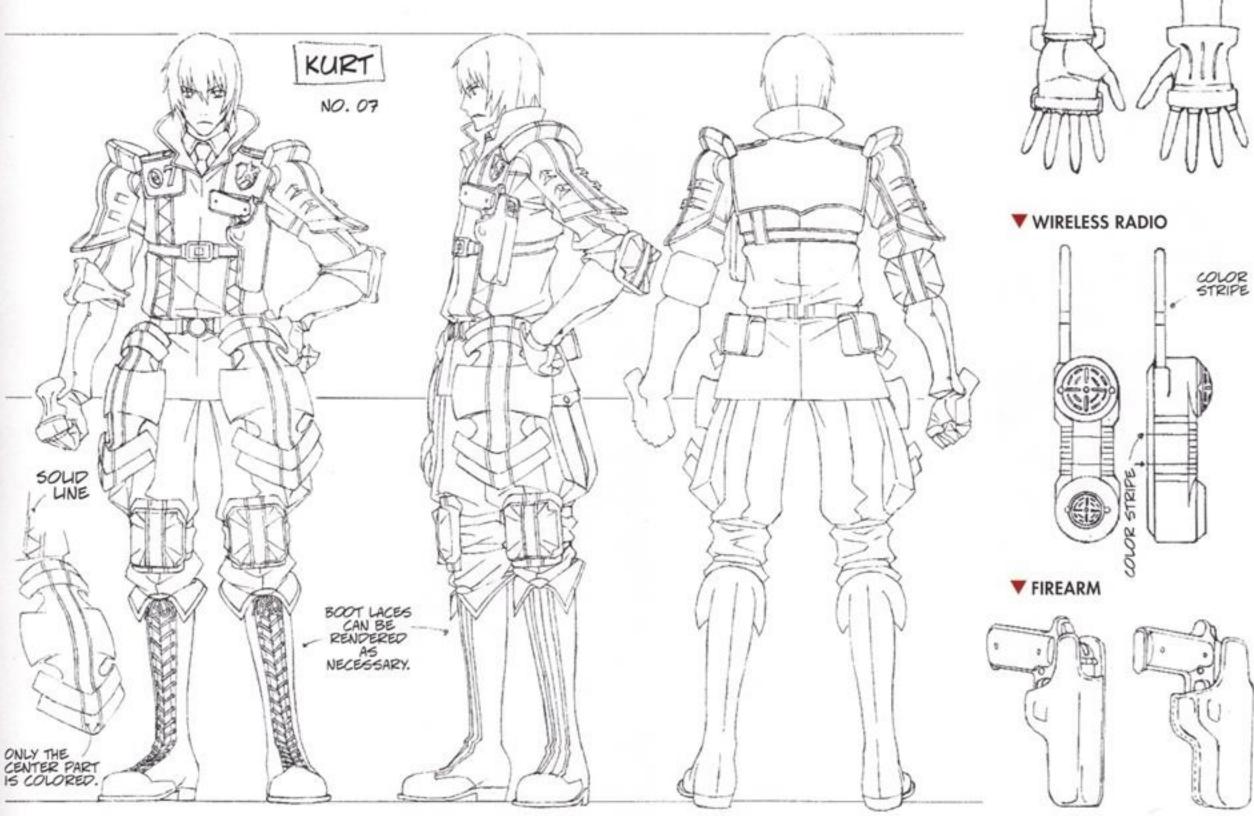




Valkyria Chronicles 3
COMPLETE ARTWORKS



### Art for Cinematics



### Other Designs



#### KURT'S EARLY UNIFORM DESIGNS

A lot of trial and error was involved in finding a way to have the characters shine within the confines of a military uniform. The radio and pistol are symbols of a commanding officer, but the radio was removed because it hid his Nameless number. Instead, they focused on using his shoulder armor and collar to give Kurt a main character's silhouette.



The straps cross in the back but not in the front. Judging from the way the strap fits against his body, it's unrealistic to expect the gun holster to face forward quite this much, but that was a small issue we had to ignore in order to make the overall design more visually appealing. (Honjou)



**V** GLOVE







#### HAIR AND ASCOT COLORS

Most of the other characters have non-black hair, so we decided to go with a matte black for the main character. We tried putting an ascot on him to make him look more intellectual and to emphasize his rank, but ended up going with a regular necktie. I remember that some people pointed out that the ascot made him look like a vampire. (laughs) (Honjou)

#### KURT'S UNIFORM MATERIALS

Colors were employed to indicate the different materials used for Kurt's uniform and props. The pistol grip was the only part that was made out of wood. There were a lot of detailed instructions regarding the stitching of the various lines and emblems on his uniform.

#### **V** CLOTHING MATERIALS FOR KURT

- Cloth (cotton) By default, the black portions of the uniform are made of a thicker cloth, but the shirt and collar are thinner.
- Metal or metallic coating
- Leather
- Plastic
- Wood



Everything aside from his clothes and the metal components is made of cotton. The thin white lines are piping, and the zigzag lines are stitched in.



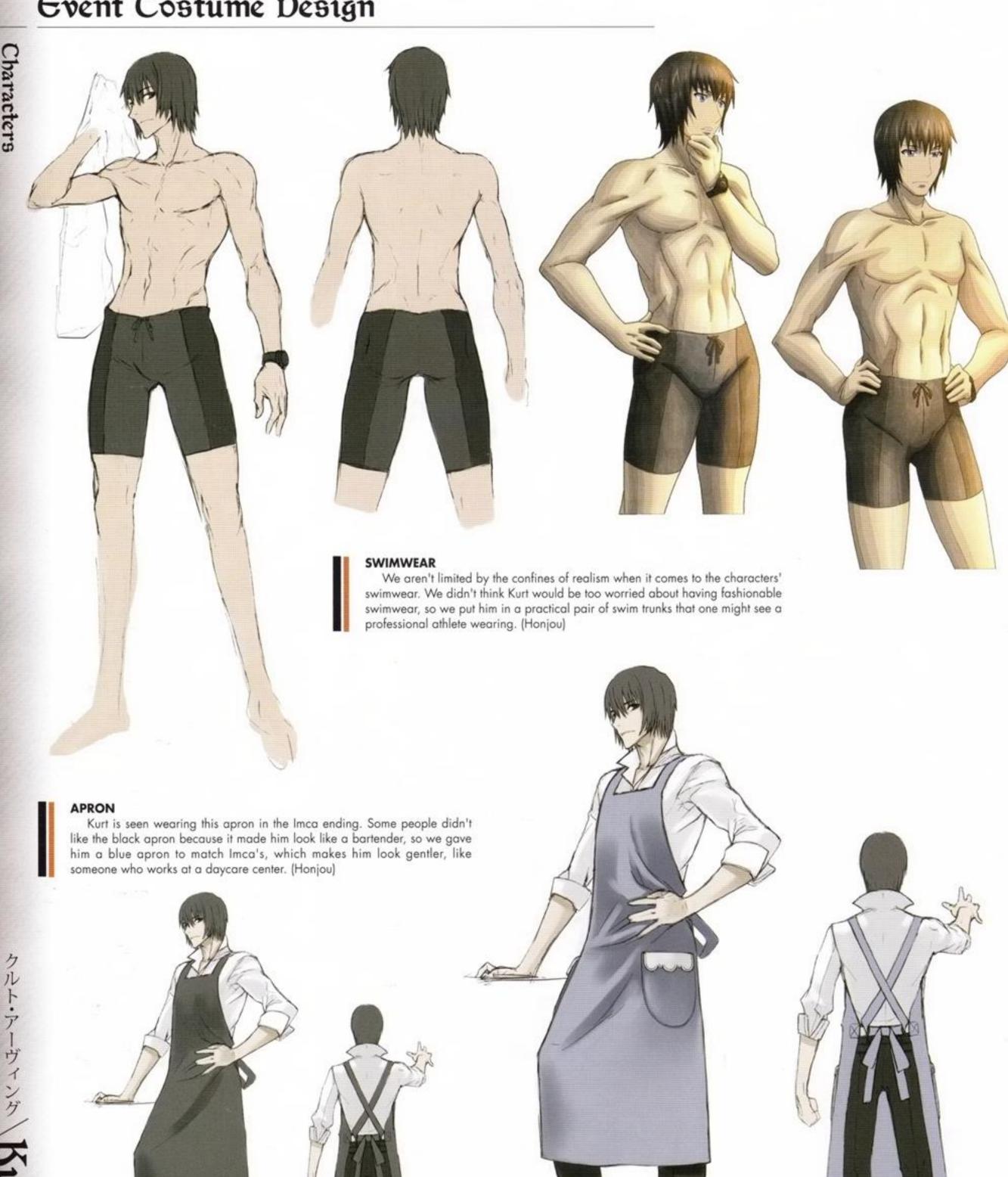


uniform.

Both the white and black sections of the squad emblem on the shoulder are completely stitched. The emblem should be approximately 2-3mm thick, and sewn onto the



Nameless numbers start with a black felt base and have yellow embroidery on top. The numbers are approximately 2-3mm thick, and are sewn onto the uniform.

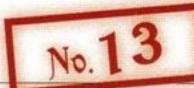






## Riela Marcellis

リエラ・マルセリス



Aya Endo

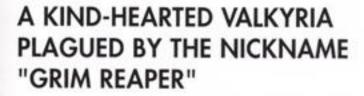
GENDER: Female AGE: 21 HEIGHT: 162cm RACE: Gallian (Valkyria) ORIGIN: A small village

ORIGIN: A small village in Gallia
FAMILY: Adoptive father, adoptive mother

(both deceased)

ACADEMIC HISTORY: Her home village's schoolhouse RANK (at first appearance): Private Second Class HOBBIES: Dieting, collecting good luck charms GROUNDS FOR NAMELESSNESS: Five failed missions

(she was the only survivor in each case)
PREFERRED BRANCHES: Scout, Engineer



Riela was found abandoned in a tiny Gallian village when she was just a baby, and therefore has no recollection of her biological parents. She was raised by an elderly couple, but became an orphan again last year when her adoptive mother, Riela's only surviving parent, passed away. It was at around that time that the Gallian war broke out, and Riela enlisted in the Gallian Militia when she realized that her unusual appearance (silver hair and red eyes) made her an unwanted presence in the small village where she grew up. After only one month in the militia, Riela had gone through five different squads. Each squad had been wiped out during a failed mission, with Riela being the only survivor in each case. These events earned Riela the nickname "Grim Reaper", and she was transferred to Nameless as a way of getting rid of her.

Cheerful and deeply compassionate, Riela had stayed on the battlefield for as long as possible and made every attempt to save her squadmates during their missions, but failure and death proved to be unavoidable. Rumors about her eerie tendency to survive when others didn't made Riela infamous even within the Nameless, and few wished to interact with her. Kurt was the first person to point out that there was no real evidence to suggest that Riela caused the demise of her fellow soldiers, and that a nickname like "Grim Reaper" was therefore unreasonable. Riela appreciated Kurt's efforts to free her of the stigma brought about by her nickname, and has since devoted herself to him unconditionally. Riela worked hard to be useful to Kurt and Nameless, and eventually came to be accepted by her squadmates.

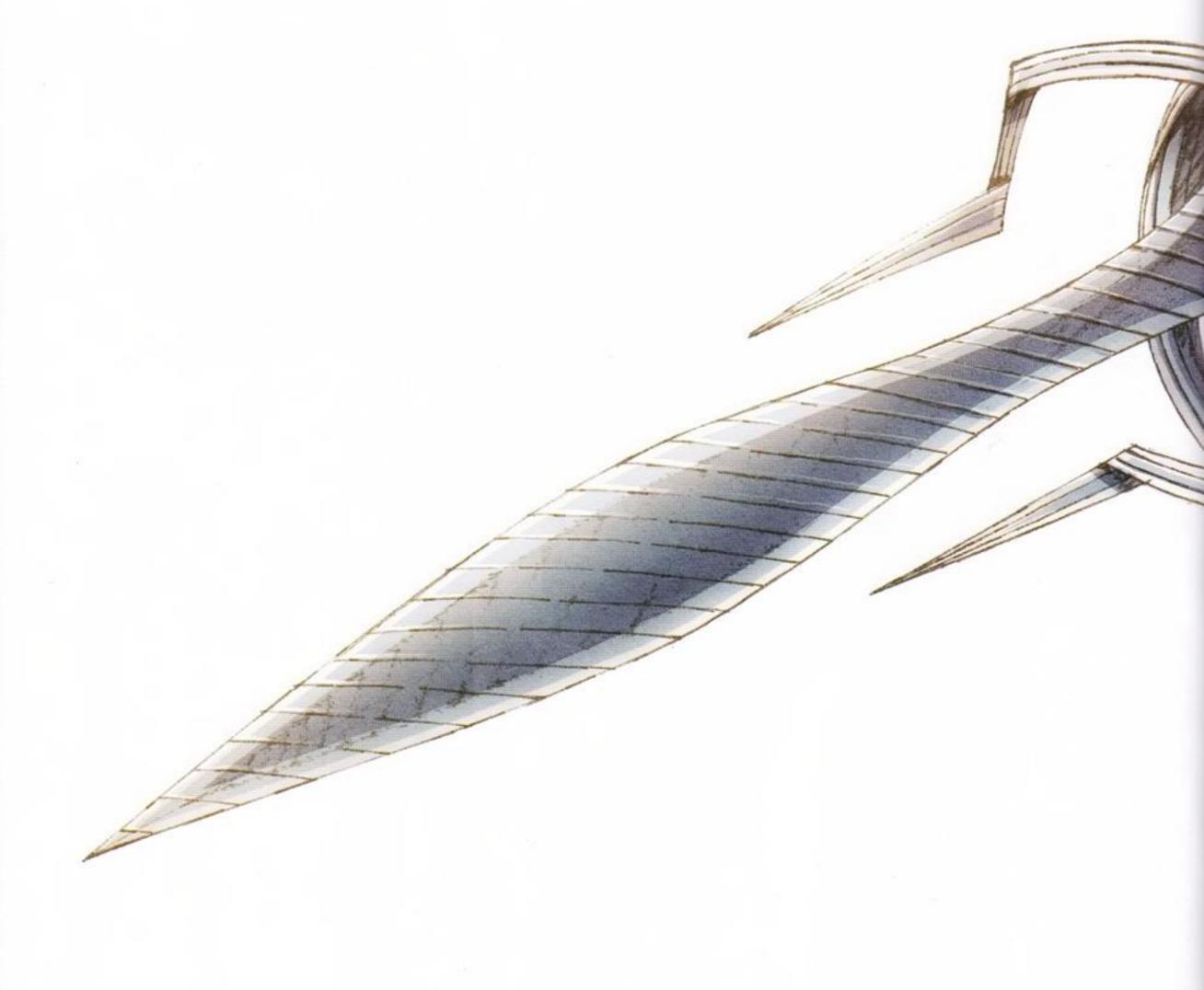
The reason Riela had been able to survive where others had not was because her Valkyrian healing ability was already active and had been for awhile, although Riela was not even aware of her special heritage. She eventually learned of her unique abilities from Foerster, but Riela was afraid she would end up harming her allies and once again be the lone survivor if she tried to use her Valkyrian powers, which she was not comfortable with or used to. Kurt reassured Riela that they would work through both the powers and responsibilities of her heritage together, and this gave Riela the confidence she needed to become a full Valkyria. Riela lived through the Gallian war and used her powers to protect her allies on many occasions. After the war, Riela was happily wedded to the love of her life.

Off the battlefield, Riela is a considerate and friendly girl. She is troubled by the fact that she gains weight easily, and she often has to buy new clothes because her breasts grow faster than any other part of her body. Riela has tried to lose weight through rigorous exercise, but such efforts have proven ineffective. She has a big appetite but dull taste buds, so she always gives strange feedback when Kurt asks her to try something he cooked. Riela's favorite beverage is milk, and though some might suggest that is what causes her breasts to grow so rapidly, Riela insists that milk is the best source of calcium. As a collector of good luck charms, Riela has lots of strange items in her possession, but has yet to see a four-leaf clover or a shooting star.



### Riela Design





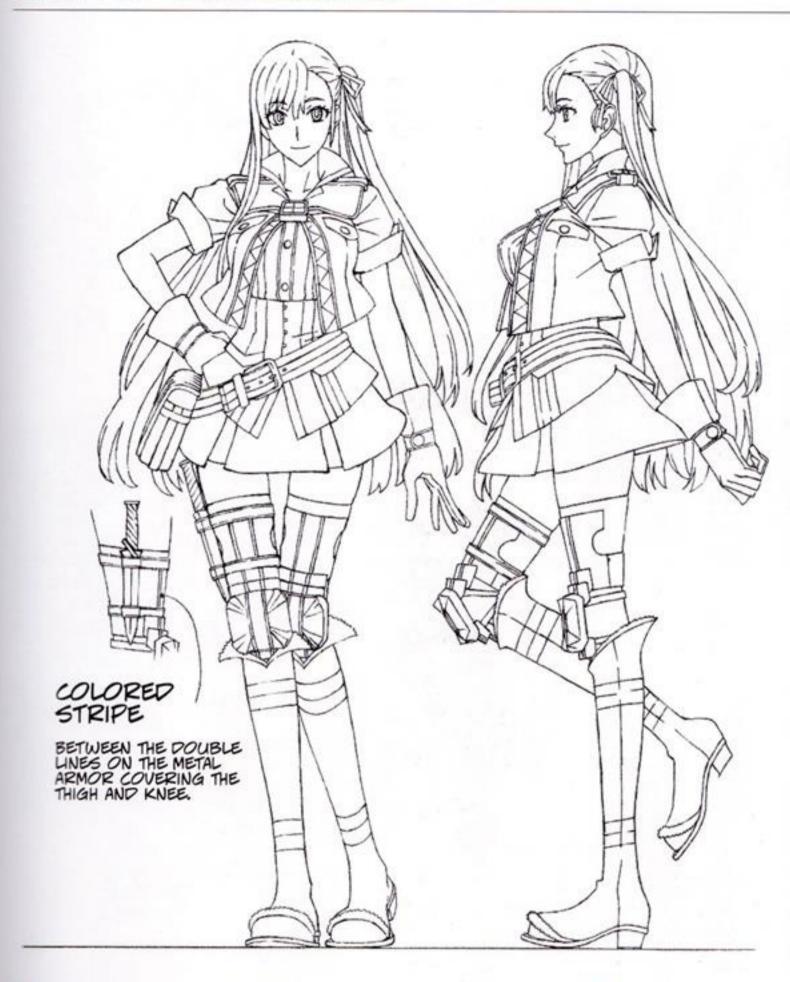
#### CHARACTER CREATION ANECDOTE

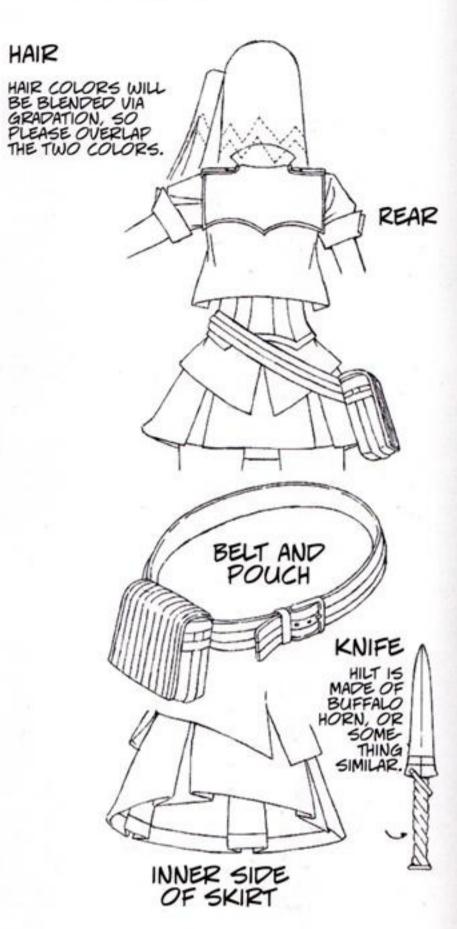
Once it was decided that she would be a Valkyria, we designed Riela to be a pretty orthodox heroine. Kurt's the kind of guy who wouldn't waste time with things like romance and love if left to his own devices, so we were very lucky that Riela was such an assertive character. We knew that some players wouldn't like the fact that Riela is older than the main character, but it wouldn't have been as convincing for a younger girl to lead and envelop Kurt the way Riela did. It also helped that the other heroine took up the role of the younger love interest. (SEGA - Ozawa)



# Poses and Facial Expressions for Events

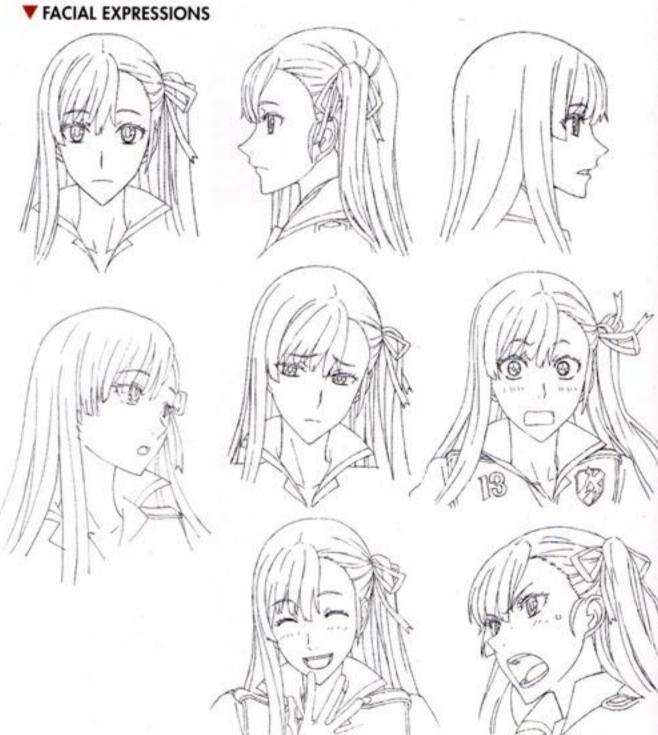






**▼** COSTUME PARTS





too out of place on a battlefield. We finally arrived at the white shirt and black vest combo, and the version above even shows her belly button. We decided to be

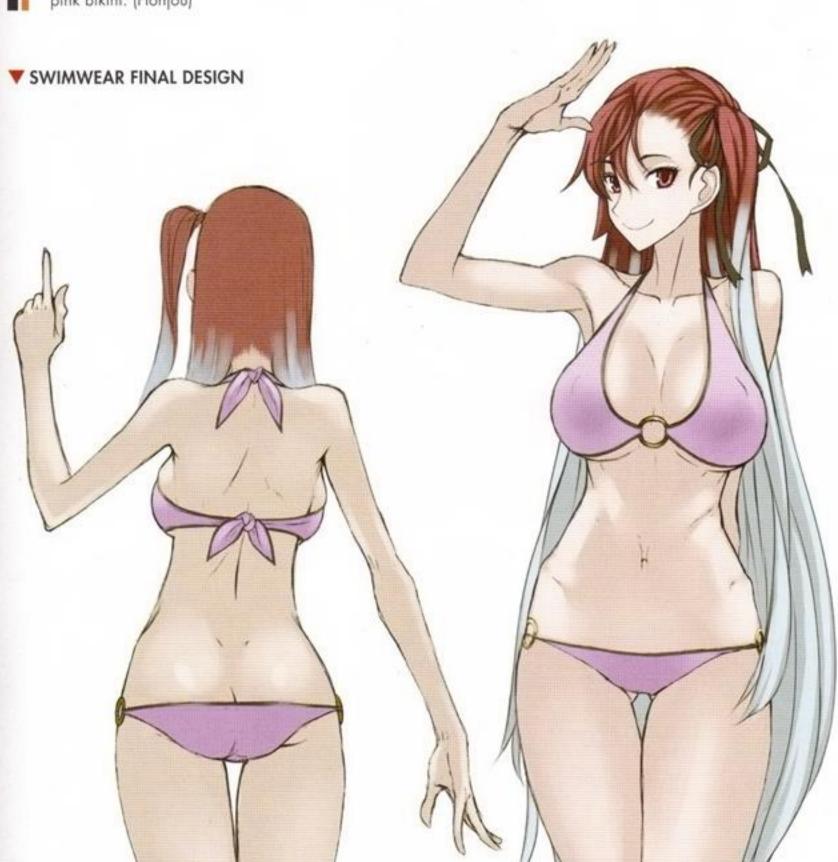
a lot looser with realism requirements for Riela's design, so she turned out looking like a girl that you might find rockin' out with a guitar. (Honjou)



Valkyria Chronicles 3
COMPLETE ARTWORKS

### Event Costume Design

Riela has a glamorous body, so everyone agreed that we should put her in a bikini. Since her unique hair easily identifies her as a character and her physique leaves little to be desired, we decided to put her in a simple, yet cute pink bikini. (Honjou)



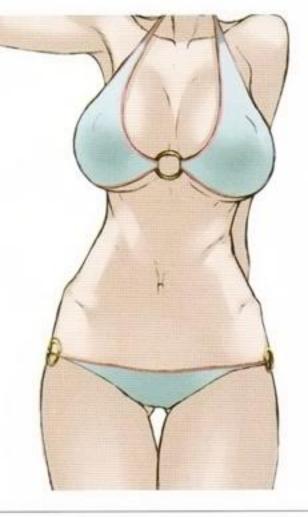


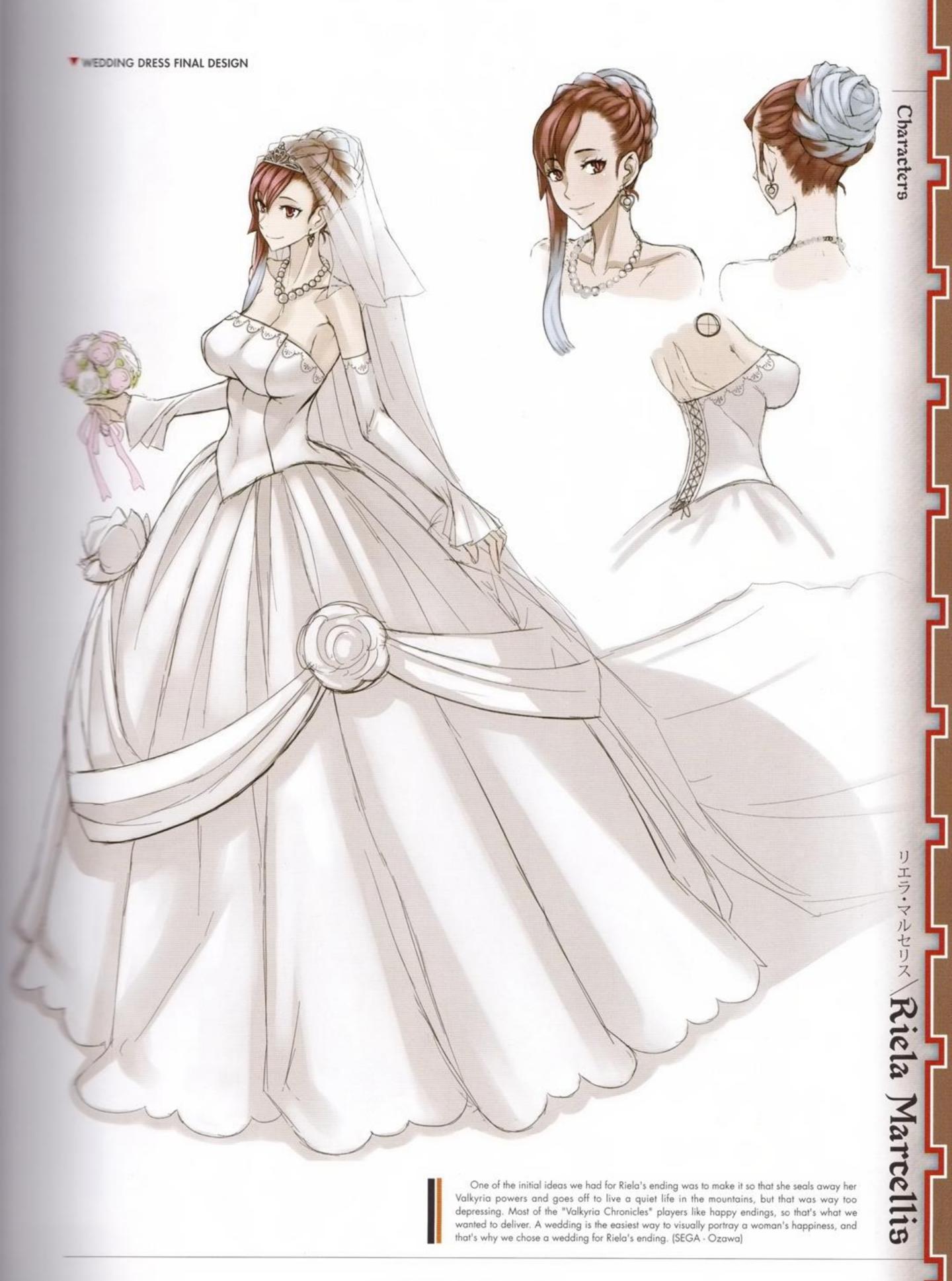














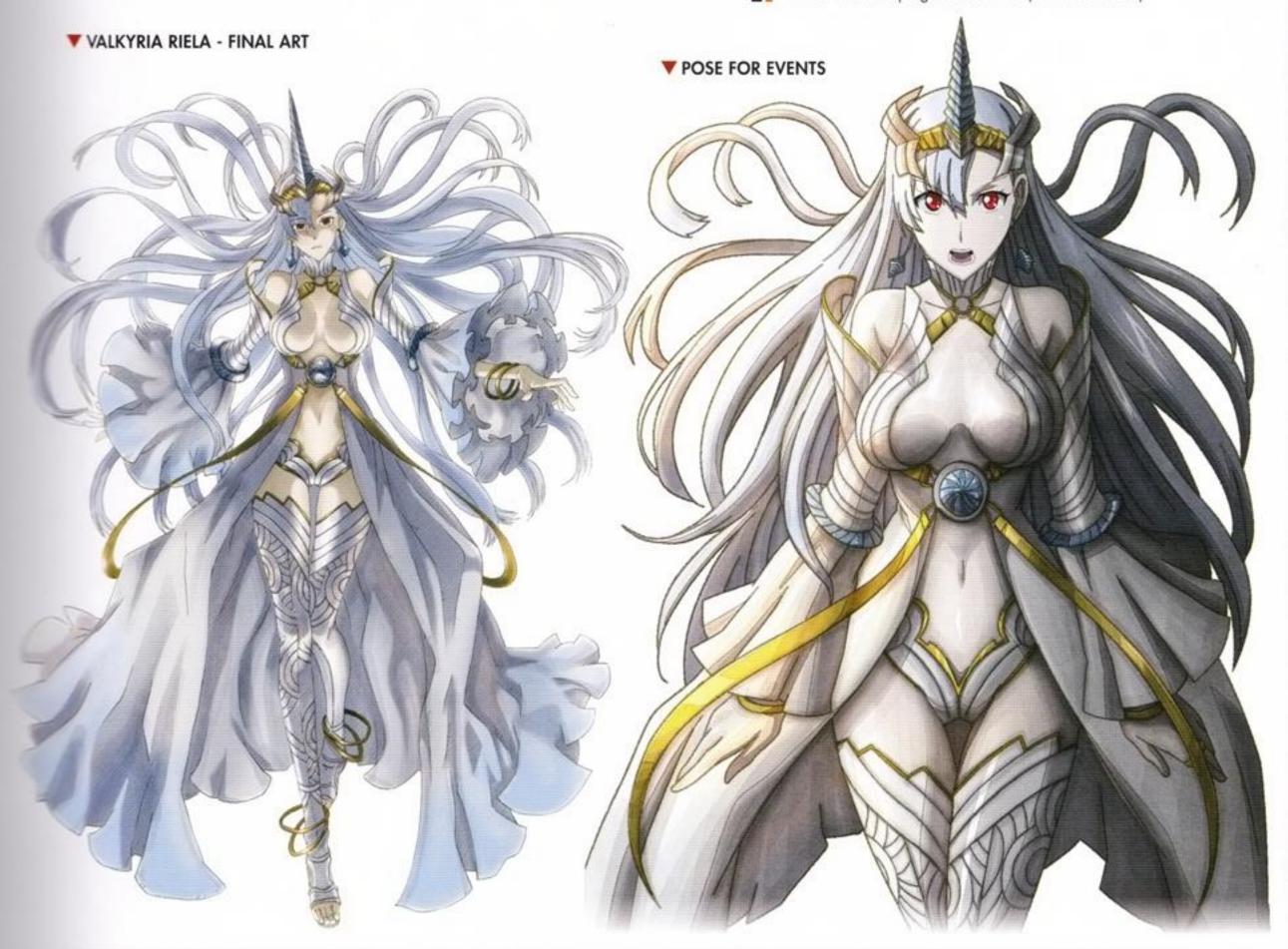


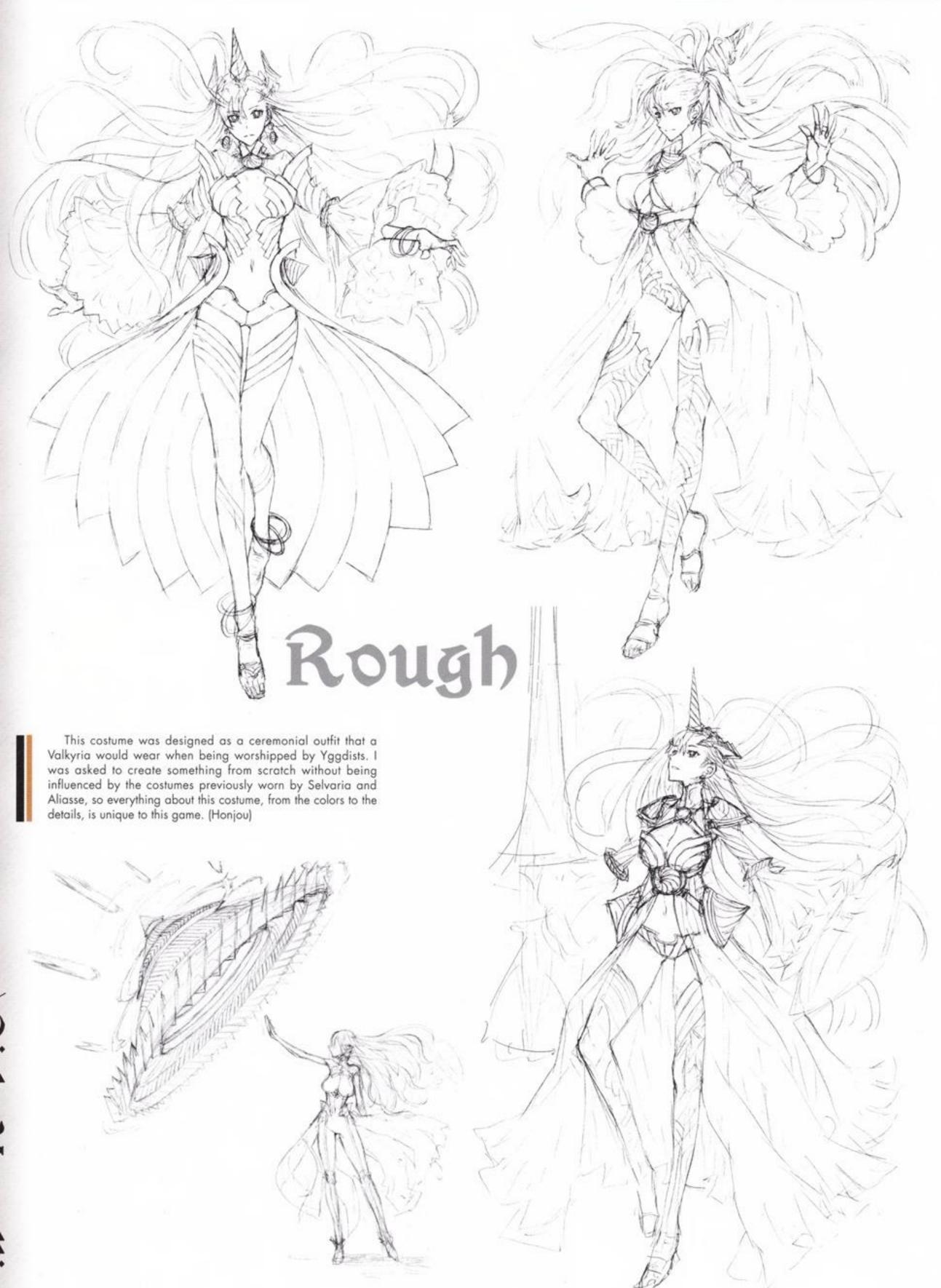


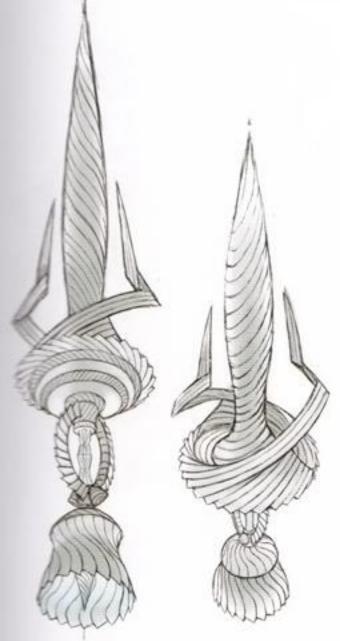


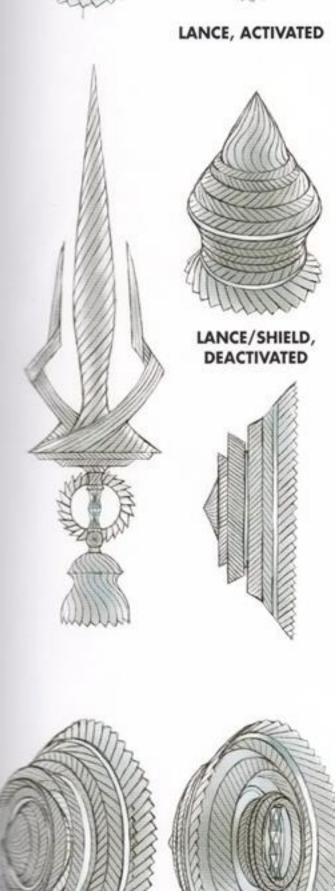
#### REGARDING THE VALKYRUR

The only Valkyrur officially acknowledged by Gallia's history are Selvaria and Alicia. Like Aliasse from the second game, the only people who know about Riela's identity as a Valkyria are those who were there to witness her in action firsthand. That's something we had to keep in mind when shaping the scenario. (SEGA - Ozawa)

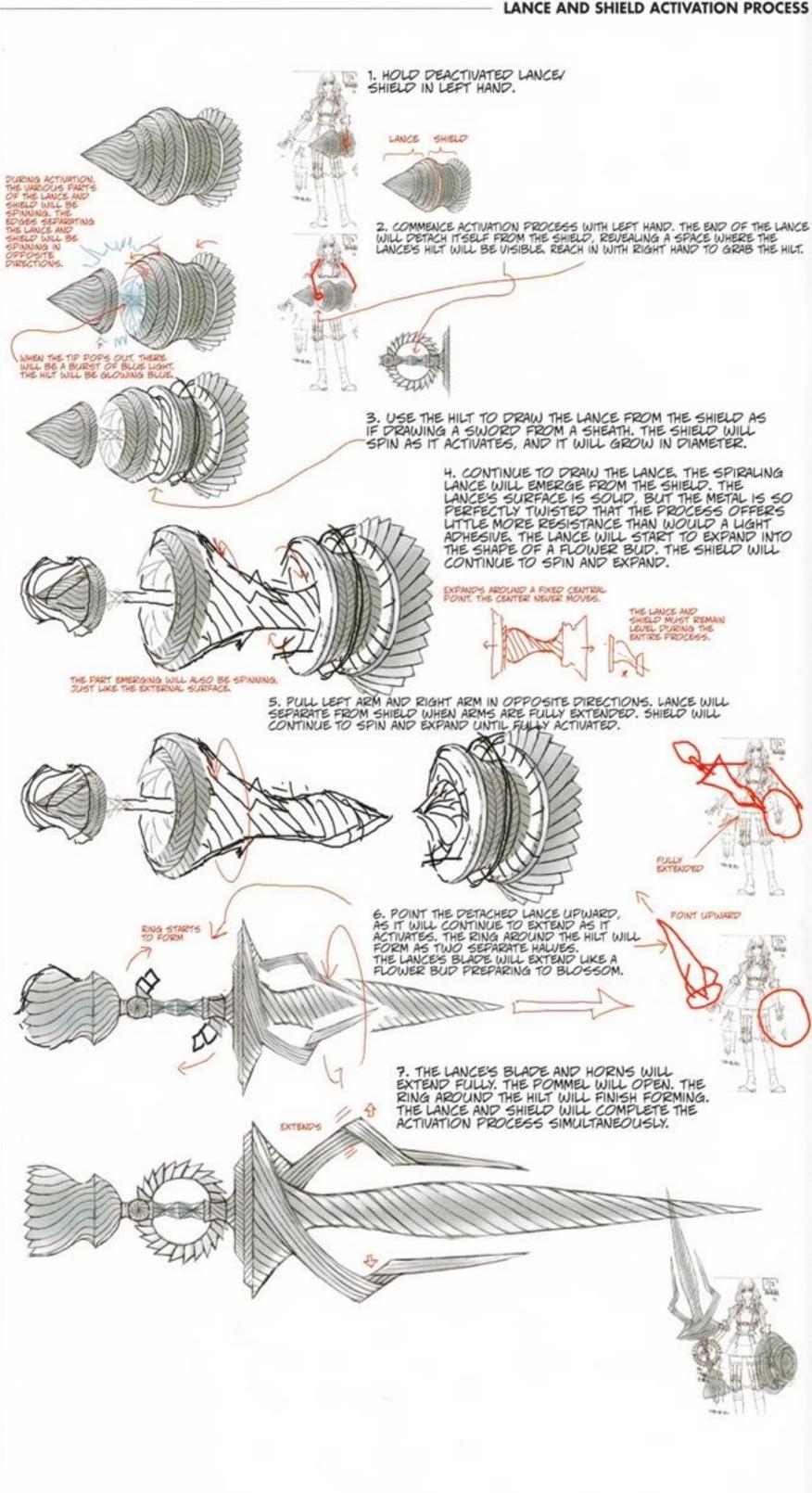








SHIELD, ACTIVATED



Since we were going to have a scene where Foerster hands Riela the lance and shield, I asked Honjou to design them in a "vase form" to make them easier to transport. I was also the one who requested a full sequence showing Riela drawing the lance out of the shield, and Tabayashi prepared the above set of instructions to make my crazy request possible. (SEGA - Motoyama)

### Early Designs of Riela as "Heroine H"

Created as one half of the double heroine formula, Heroine A seen below was quite different from the final Riela design. They proceeded with this design for a while before it was swapped out for the final design, but the team had become so attached to this design that they kept it alive as Clarissa.

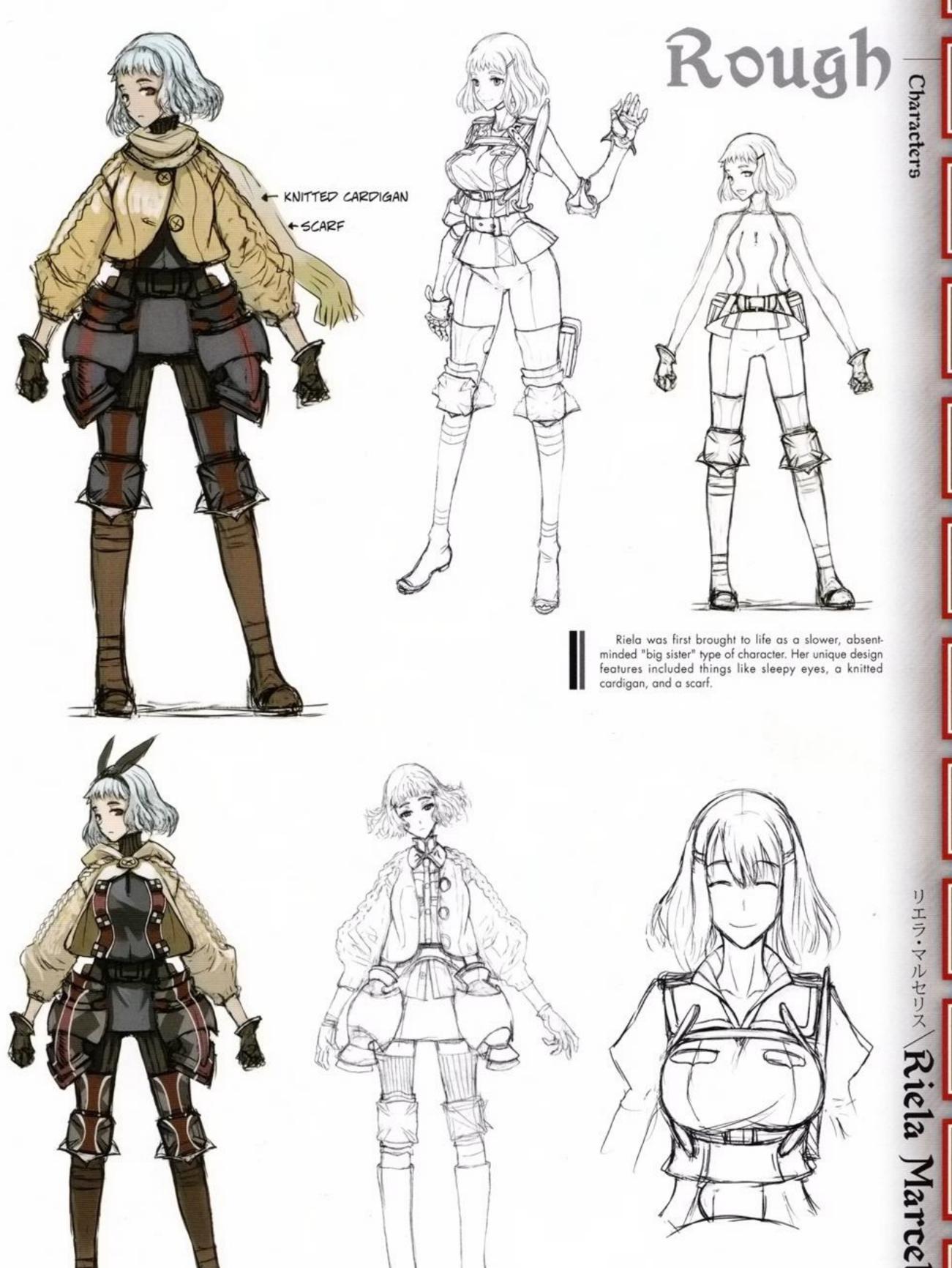


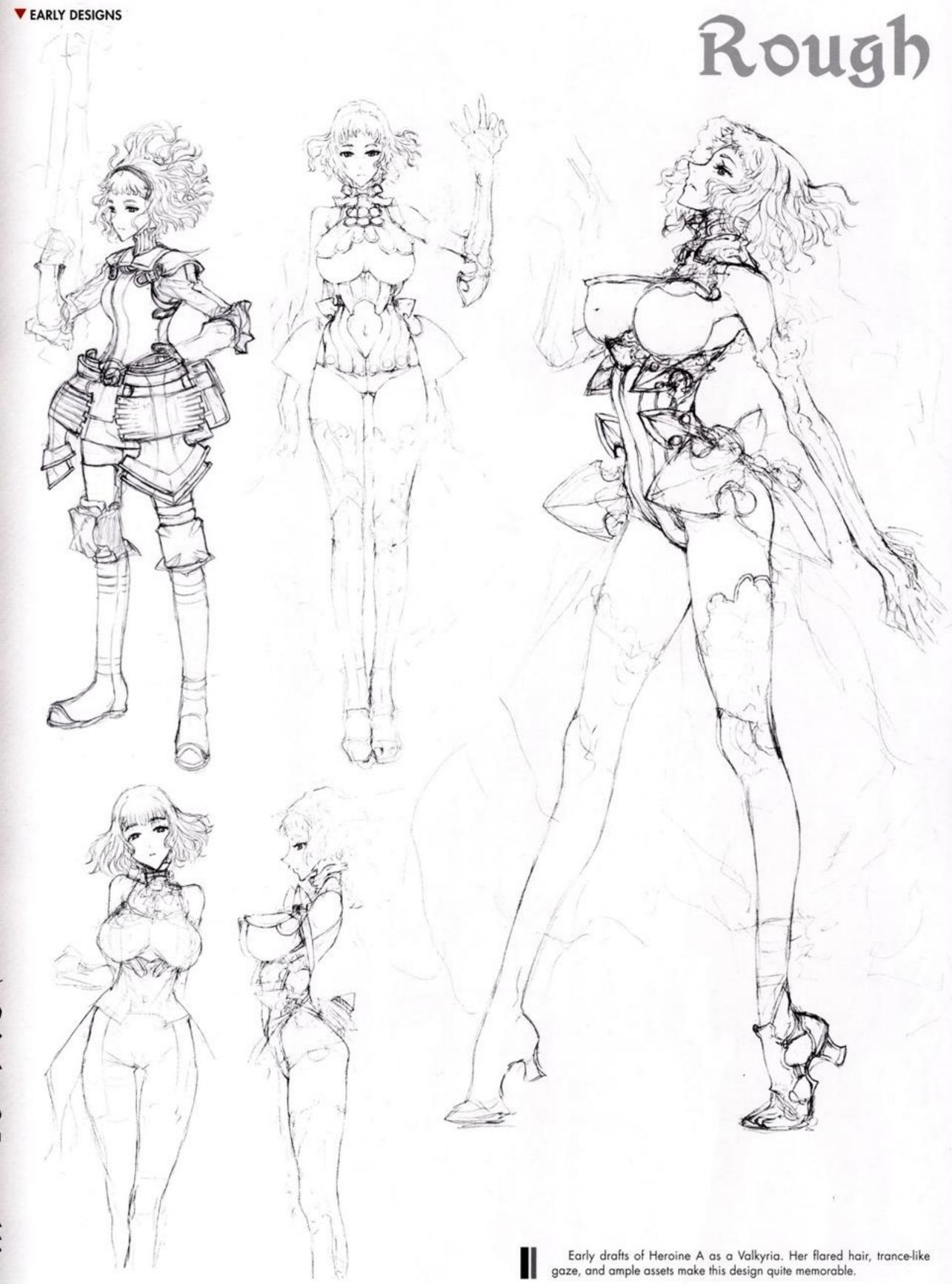




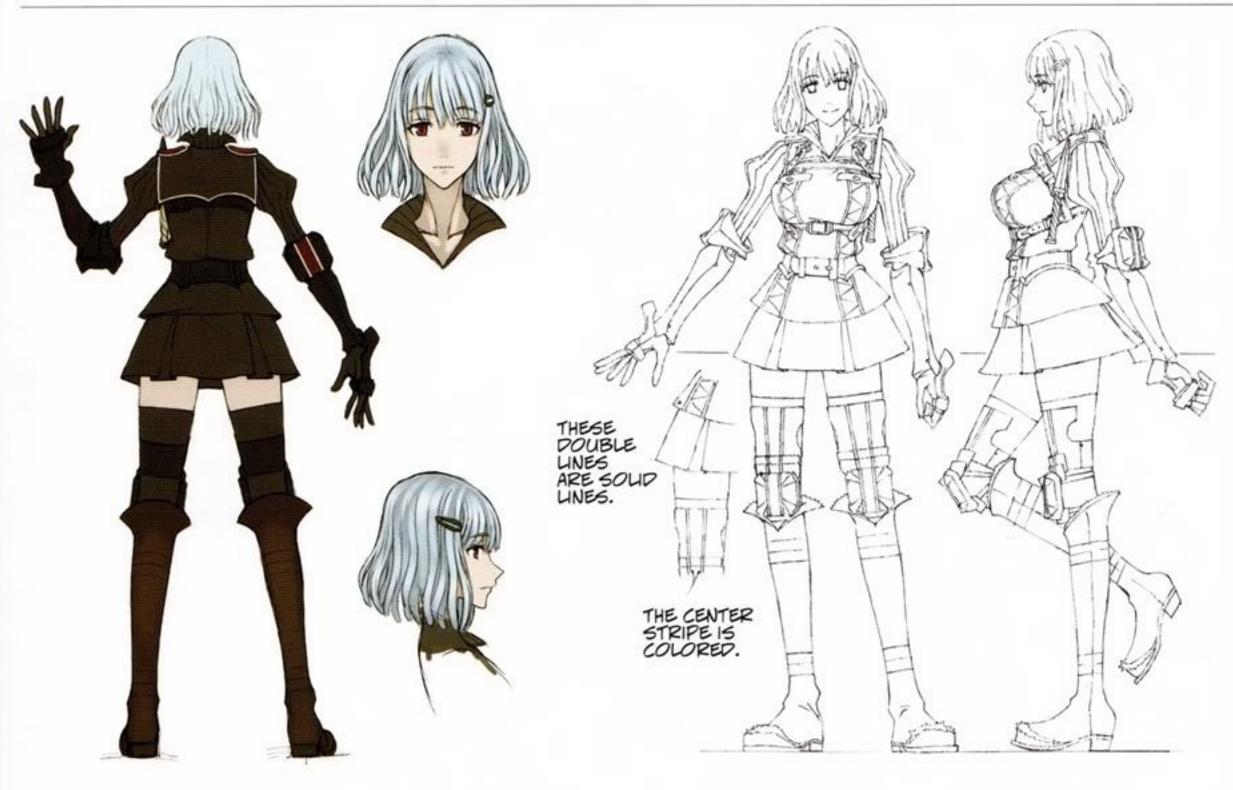
#### FIRST AND FINAL DESIGN CHANGE

This early version of Riela was designed to be the warm and slightly off-beat heroine for the third "Valkyria Chronicles" game. But we eventually realized that she was missing the "star quality" required of a heroine, so we stopped production to sit down and think about what a heroine needs to be. We brought in things like long hair, warm colors, and a more dazzling costume to build the new Riela. The only thing no one suggested changing was her glamorous proportions. (laughs) (SEGA - Motoyama)



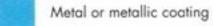


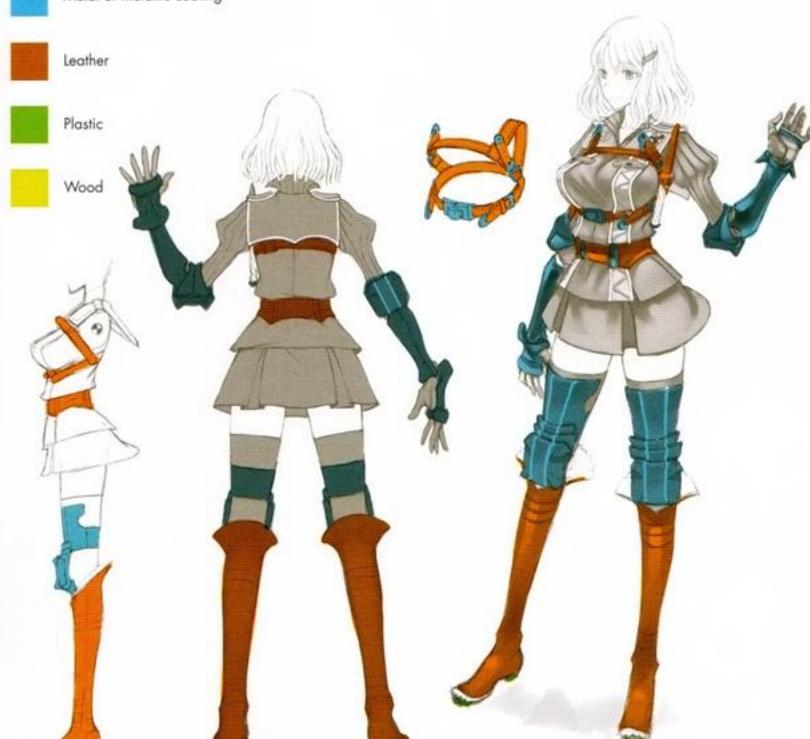
## 升rt for Cinematics (Heroine 升)



#### **TCLOTHING MATERIALS FOR HEROINE A**

Cloth (cotton) - By default, the black portions of the uniform are made of a thicker cloth, but the thigh portions and stockings are thinner.







The knife's hilt is made of a hard material like elephant tusks or buffalo horns.



The sleeves are like a thick, knitted military sweater.

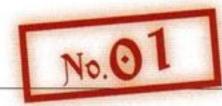


The leggings are made of leather, and the white stuff protruding from the tops should be fluffy like a wooly boa.



### lmca

イムカ



Character Voice: Masumi Asano

GENDER: Female AGE: 17

HEIGHT: 150cm RACE: Darcsen

ORIGIN: Tiluca (imperial village)

FAMILY: Father, mother, younger brother (all deceased)

ACADEMIC HISTORY: Unknown

RANK (at first appearance): Private First Class

**HOBBIES:** Self-discipline

GROUNDS FOR NAMELESSNESS: Imca's own desire PREFERRED BRANCHES: Anti-tank Lancer, Fencer

A STAR SOLDIER WHO LIVES ONLY FOR VENGEANCE, **PURSUING THE DEVIL** WHO STOLE HER HOMETOWN FROM HER

Imca grew up in a small Darcsen village called Tiluca, located within imperial territory. Four years ago, Selvaria lost control of her Valkyrian powers during an experiment, and the result was the utter annihilation of Tiluca. Imca was the only survivor, as she had gone into the nearby woods to play before the incident occurred. Imca saw Selvaria walk out of the village as it was consumed in blue flames, and from that day forward, Imca lived only for vengeance. She survived alone, wandering across imperial lands as a lone hunter until the cold and snow of winter one day drove her across the border into Gallian territory. She was found near death by Crowe, who invited her to join Nameless. She has been a member of Nameless longer than any other current member, so her Number is 01 and she is often called "Ace" because of that.

Imca is only concerned with her quest for vengeance, and therefore refrains from opening up to others. She rarely speaks and is known for being difficult, often ignoring orders during a mission to run ahead of the pack. No one bothers to complain about her conduct, however, as everyone admits that she performs better than most. The strength and stealthiness Imca naturally accrued during her solitary survival days serve her well on the battlefield.

Imca can be pretty picky when it comes to food, and refuses to consume milk, bitter coffee, and mushrooms. Her dislike of mushrooms is rooted in a past experience where she was foraging for food in the wild and ate a poisonous mushroom. She suffered so severely as a result that she can't even bring herself to touch mushrooms, and will usually taste a small bit of any food she intends to eat just to make sure it is safe. Also, due to her bad experiences with harsh winters, Imca has an intense aversion to cold weather.

At first, Imca totally ignored Kurt. Any time Kurt made a suggestion, Imca would reply with "No." This eventually became "Not impossible," and "Not bad," and then evolved into "No choice." Though she still tends to speak in negative terms, her attitude toward Kurt softened noticeably. Only on one occasion where she and Kurt were confirming their feelings for each other did Imca respond with "Yes."

Initially, Imca only fought for Nameless as a way to stay alive until she found Selvaria, and also out of a sense of duty to Kurt, who had promised to help Imca achieve her goal. As she completed more missions with Nameless under Kurt's command, Imca came to care for her squad and squadmates.

When Imca learns of Selvaria's death, she starts to feel the weight of all of the lives she had taken and all of the sorrow she had brought upon others while consumed with her personal vendetta. After Nameless is disbanded, Imca opens an orphanage as a way to atone for her past. Surrounded by orphans, Imca finally regains the genuine smile that had been taken from her years ago.



"The death of one specific individual... I wish for nothing beyond that."

### Imca Design

The most notable features of Imca's design are the pants that look like knickerbockers and the massive shells she carries around for Vár. Imca's left arm and thigh are protected by extra armor because they face toward the enemy when she is preparing to fire Vár. The reason these extra armor pieces have Gallian Army colors is because Imca created these pieces herself from scraps of Gallian armor that she scavenged. Imca's is a unique style that was built around her focus on combat.



#### CHARACTER CREATION ANECDOTE

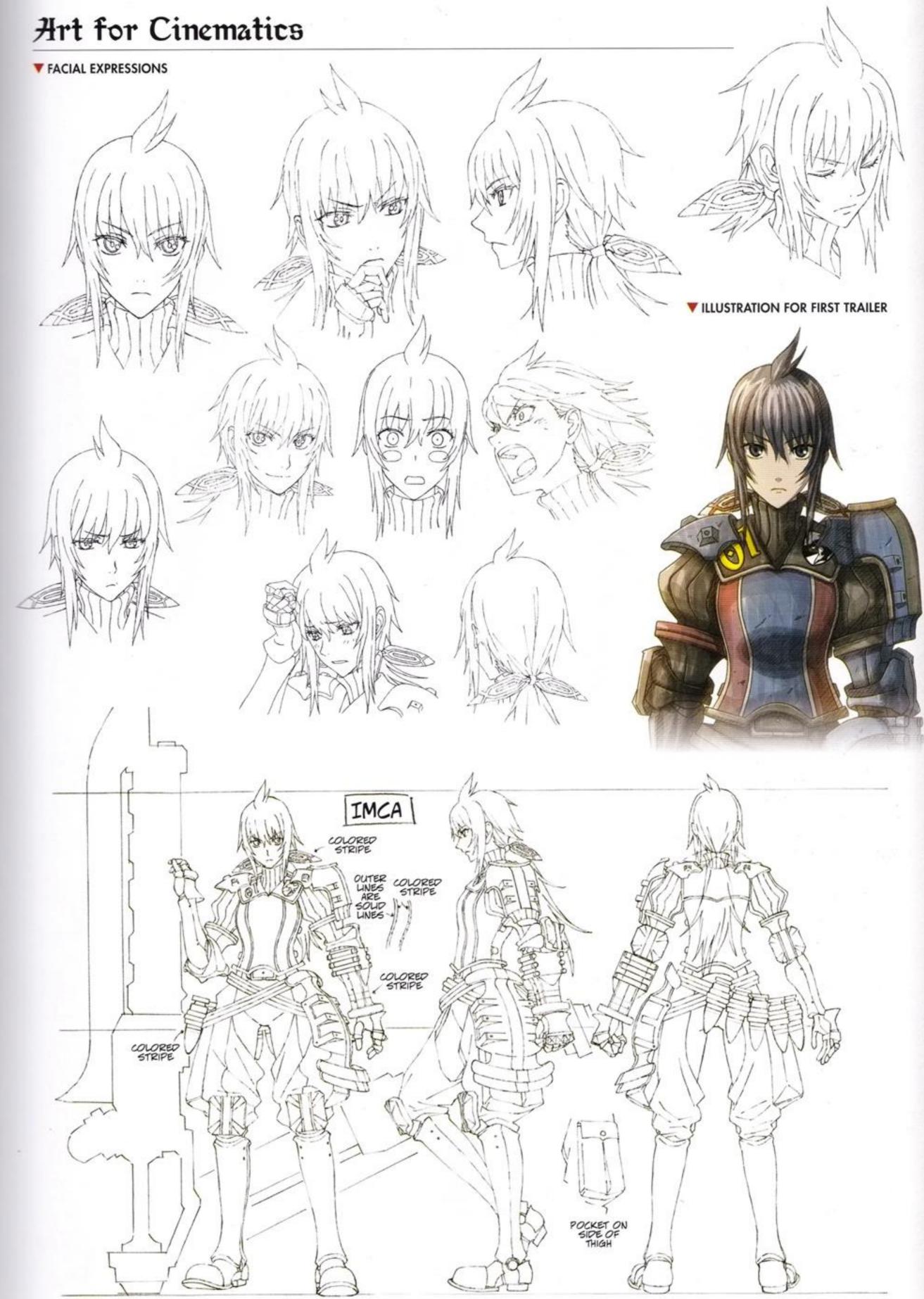
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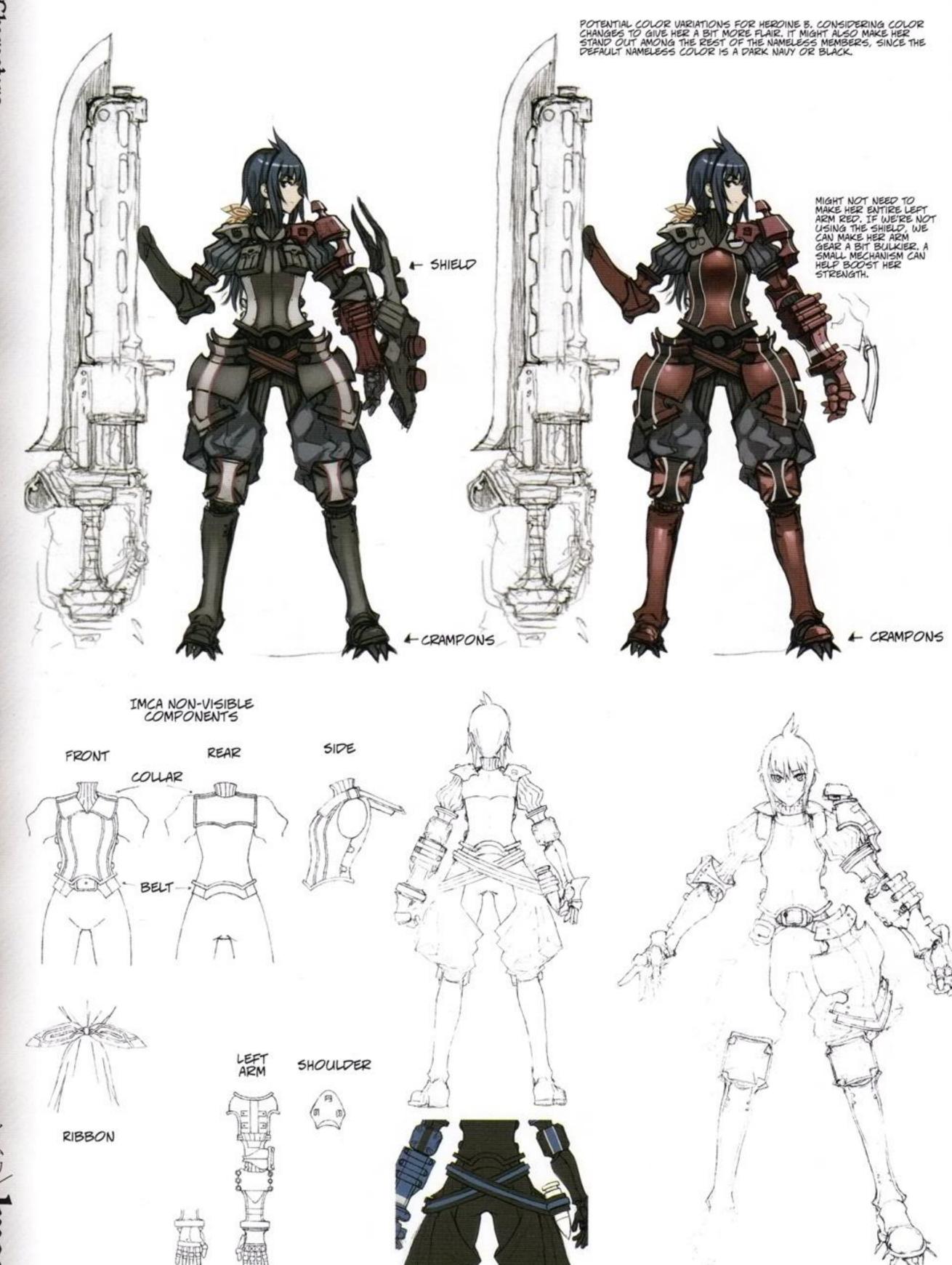
Making Imca a Darcsen was an easy choice, since only a Darcsen heroine could possibly go head-to-head with a Valkyrian heroine. Every aspect of her character, including age, personality, and body shape, is in direct contrast to Riela. Even in the way they show their love, if Riela was a dog, Imca would be a cat. (SEGA - Ozawa)



Poses and Facial Expressions for Events **▼** POSES **▼ FACIAL EXPRESSIONS** 

Valkyria Chronicles 3
COMPLETE ARTWORKS







#### ▼ CLOTHING MATERIALS FOR IMCA

CLOTH (COTTON) - By default, the black portions of the uniform are made of a thicker cloth, but the shirt and collar are thinner.

METAL OR METALLIC COATING LEATHER PLASTIC WOOD



We tried a few different colors for Imca's armor and Vár. We

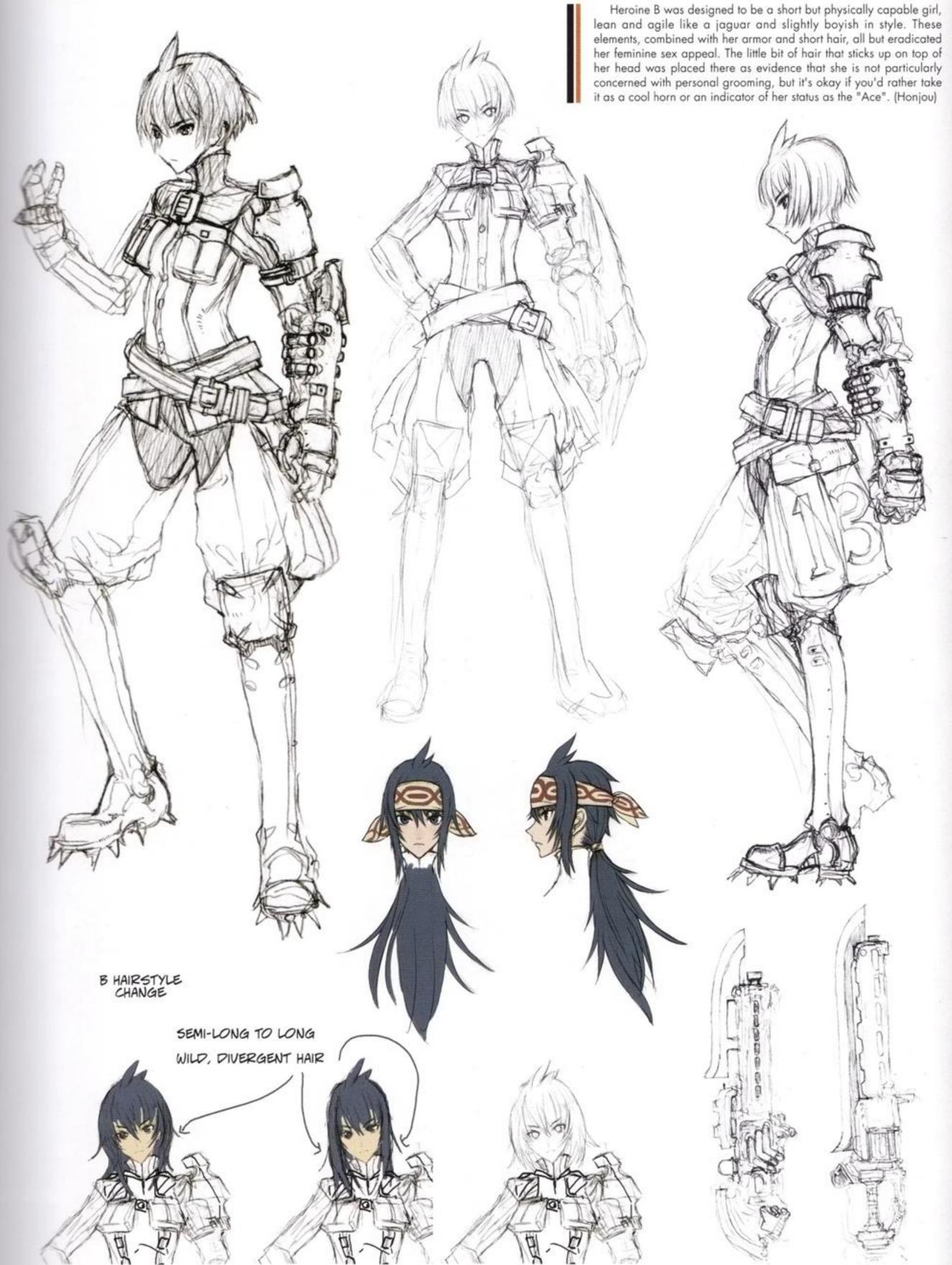
settled on red for a while, but after Riela went through her design change and was assigned the color red, we switched Imca's color to blue. I think it turned out well in the end, as the cool blue hue

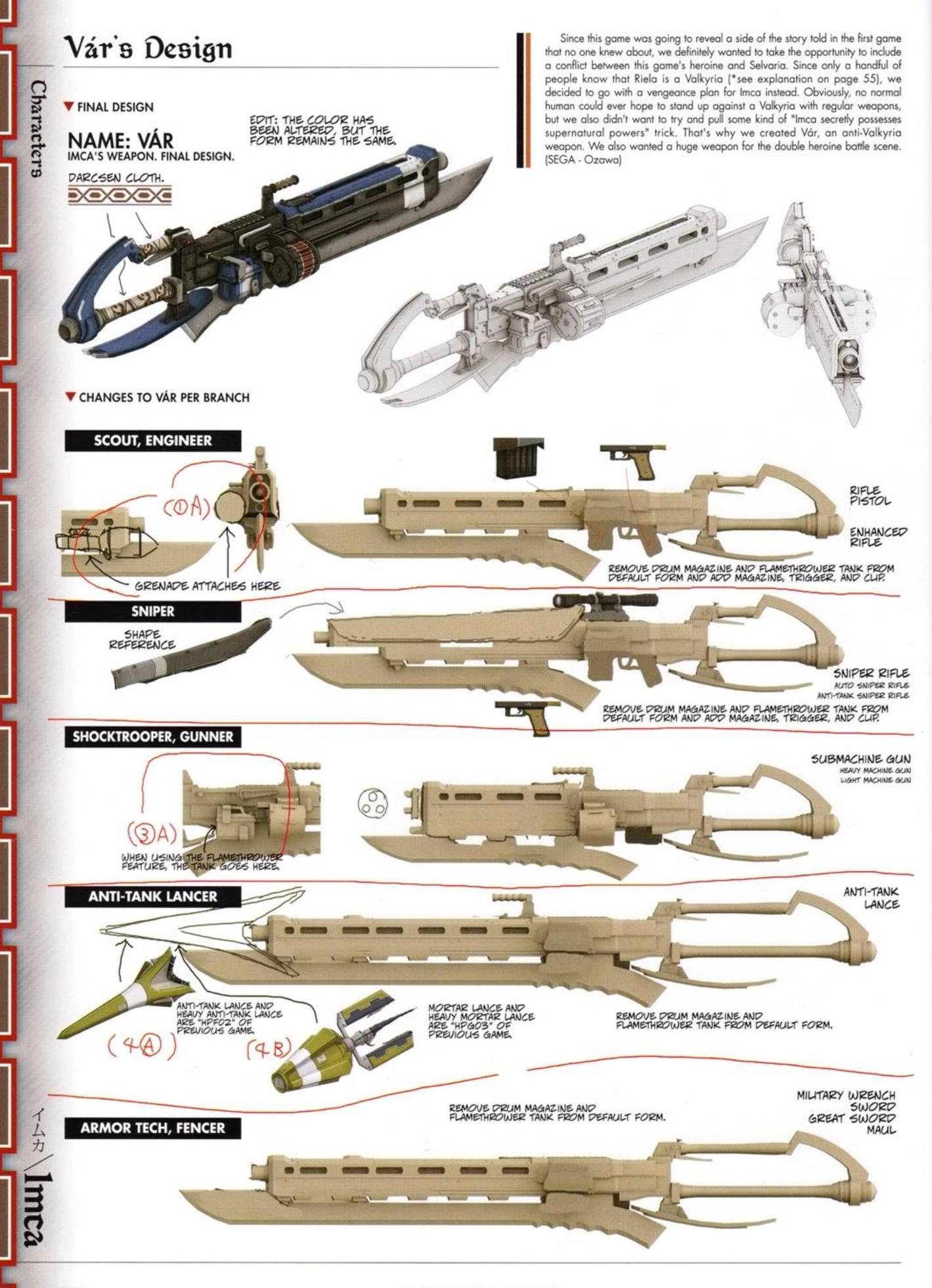
better suited Imca's personality. (SEGA - Ozawa)

## Imca's Event Costume Designs



## Early Designs of Imca as "Heroine B"



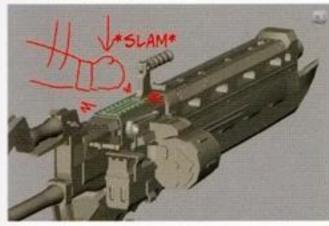


#### ▼ DETAILS OF SETUP AND FIRING MECHANISM

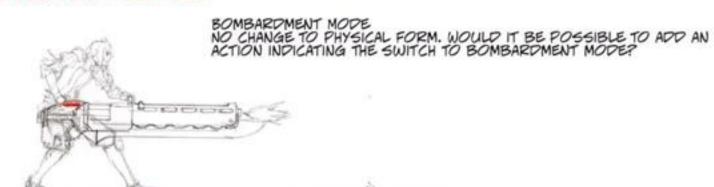




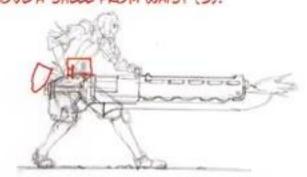




#### RAISE LEVER (1) WITH RIGHT HAND.

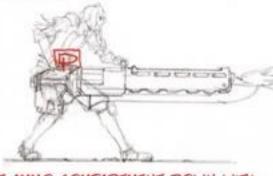


WHEN LEVER IS RAISED, AMMO COMPARTMENT (2) WILL COME UP. USE RIGHT HAND TO REMOVE A SHELL FROM WAIST (3).





LOAD SHELL INTO AMMO COMPARTMENT.

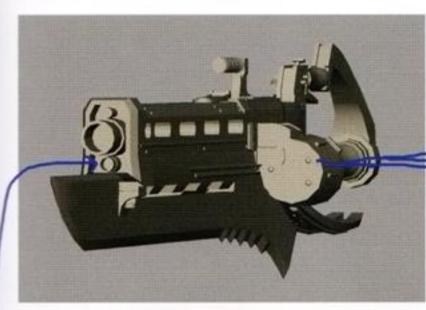


FORCE AMMO COMPARTMENT DOWN WITH RIGHT FIST. BOTH AMMO COMPARTMENT AND LEVER WILL RETURN TO ORIGINAL POSITIONS. WEAPON IS NOW READY TO FIRE.



FIRING EFFECT WILL BE ONE LARGE BURST. IMPACT EFFECT WILL BE THE SAME AS A GRENADE.

### **W** MACHINE GUN FEATURES

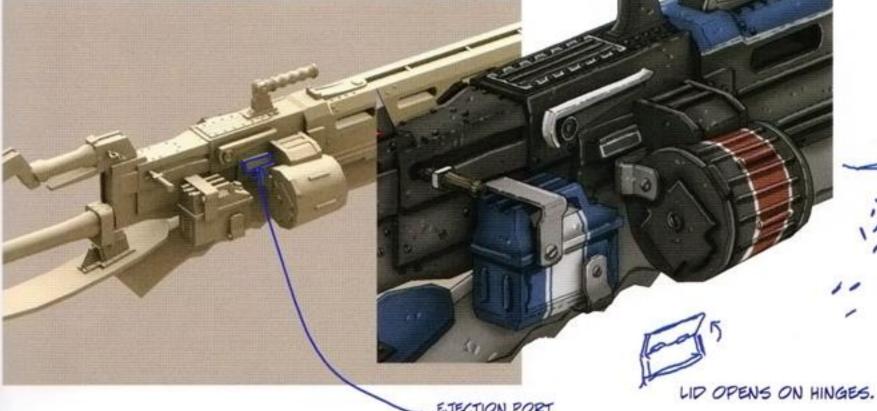


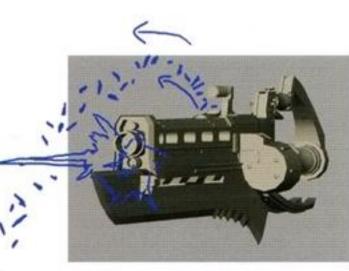


blade portion a ragnite blade that would glow blue. Though it was made possible to fire multiple shells at once in the game, as you can see from the diagrams to the left, Vár isn't technically capable of firing more than one shell at a time. The firing sequence shown in the OVA depicts a more accurate use of Vár. (SEGA - Mikami)

Early on, we toyed with the idea of making the

RAPID-FIRE AT A FORCE EQUAL TO THAT OF AN MG 42. THE RATE OF FIRE IS SO HIGH THAT THE HUMAN EAR CANNOT DISCERN THE SOUND OF INDIVIDUAL BULLETS BEING FIRED. THE SOUND IS DESCRIBED AS "RIPPING CLOTH". MACHINE GUN MUZZLE





EJECTION PORT

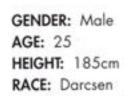


## Gusurg

グスルグ



Character Voice: Takuya Kirimoto



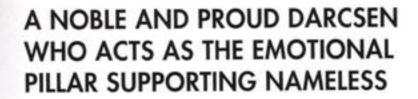
ORIGIN: Somewhere in Gallia
FAMILY: Father, mother, older sister

ACADEMIC HISTORY: Transferred from Gallian Militia to Nameless

RANK (at first appearance): Sergeant Major

HOBBIES: Swordsmanship (an ancient style passed down among the Darcsens)
GROUNDS FOR NAMELESSNESS: Became troublesome as a Darcsen rights activist

PREFERRED BRANCHES: Tank Pilot



Born to an elite household by Darcsen standards, Gusurg actively fought for Darcsen rights. He was conscripted into the Gallian Militia when the war began, but was transferred to Nameless because certain people thought that having a Darcsen rights activist within the militia would prove to be too much trouble.

At first, Gusurg was quite bitter about being cast down into Nameless out of racial prejudice, but his calm demeanor and natural charisma earned him the respect of his squadmates. When Nameless' previous squad leader died, Gusurg's squadmates recommended him to be their next leader. Feeling that he was not suited for a command role, Gusurg refused to take command of Nameless and was more than happy to hand that responsibility off to Kurt when he arrived. Gusurg tries to come off as an average Joe, but he possesses many remarkable skills. He is compassionate and more socially adept than Kurt, so others tend to approach Gusurg with their problems - and even though he is pretty good at solving those problems, Imca proved to be too tough a case even for him. Gusurg is friendly, dependable, charismatic, and responsible, but refuses to use these traits to climb the ranks in Nameless. Living only as a Darcsen is Gusurg's chief personal philosophy and ideal. For this reason, Gusurg doesn't feel any particular attachment to Nameless, and in fact harbors a deep bitterness toward the higher echelons of the Gallian Army due to their prejudicial and often inhumane actions and tactics.

Gusurg took an immediate liking to Kurt for the way he strives to do his best regardless of emotions and restrictions, and willingly acted as a buffer between Kurt and any squadmates he was having trouble with. The only thing Gusurg and Kurt couldn't agree on was food. Gusurg loves spicy food, and usually adds generous amounts of a super spicy additive called Afterburner to everything he eats.

Gusurg is deeply affected when he meets Dahau, a Darcsen with a dream of founding an independent Darcsen region, a dream he is close to realizing. The final push Gusurg needed to follow Dahau came in the form of an order from the Gallian Army that he simply could not accept. Leaving Nameless behind, Gusurg joined the order known as Calamity Raven to fulfill his desire to fight for Darcsen rights and to rescue Darcsens suffering from persecution. Lydia, Dahau's second-in-command, initially suspected Gusurg of being a spy and assigned him to the most dangerous missions. Such treatment was nothing compared to how the Gallian military had treated him, however, and Gusurg eventually accepted the fact that he would have to get his hands dirty and betray his personal philosophy in order to further Dahau's purpose. This was despite the fact that one of Gusurg and Dahau's shared ideals was that a Darcsen independence built upon Darcsen sacrifices was not the goal they were trying to achieve. Gusurg's new resolve proved stronger than any possible doubts, however, leading him to manipulate and even sacrifice Lydia for what he perceived to be the "greater good".

During the battle at Randgriz City, Gusurg was defeated by Kurt's forces. Gusurg died in Kurt's arms, stating that he entrusted the Darcsens' future to Dahau, and the final expression on Gusurg's face was one of peace.





(SEGA - Ozawa)

them on his jacket, but we did consider giving him tattoos at one point.

## Poses and Facial Expressions for Events (Nameless)







**FACIAL EXPRESSIONS** 





















As a tank pilot, Gusurg comes fully prepared with a set of headphones around his neck, as well as a compass and map at his waist, and a signal flare strapped to his right thigh. The pouch on the right side of his waist contains several items that he needs to fulfill his duties, such as a flashlight and writing utensils.



## Poses and Facial Expressions for Events (Calamity Raven)

7

**▼** POSES







▼ FACIAL EXPRESSIONS





















Gusurg is a Darcsen living only for Darcsens, so he does not hesitate to attack Nameless once he's joined Calamity Raven. He doesn't even waste his breath coughing up clichéd statements like, "I don't want to fight you, but..." (SEGA - Motoyama)

Gusurg's ability to take action without second-guessing himself after joining Calamity Raven is actually a result of Kurt's influence, since Kurt was always willing to do his best no matter what kind of situation he found himself in. Some players noted that they thought it was wrong for Gusurg to fight against his former comrades without any hint of hesitation, but as I explained, that in and of itself proves the power of his friendship with Kurt. (SEGA - Ozawa)

ng/Gusur

## Gusurg Early Designs





## Giulio Rosso

Character Voice: Ichitaro Ai

ジュリオ・ロッソ

GENDER: Male AGE: 30 HEIGHT: 180cm RACE: Gallian

SKILLS: Cooking, improvisational singing

WEAKNESS: Insects

GROUNDS FOR NAMELESSNESS: Transferred from Gallian Militia to Nameless for breach of military regulations (unauthorized use of food reserves) PREFERRED BRANCHES: Anti-tank Lancer, Engineer

## A MERRY CHEF WHO AIMS TO ACHIEVE WORLD PEACE THROUGH HIS AMAZING COOKING

Giulio lost both of his parents when he was just a little boy, and would have starved to death had it not been for a compassionate chef. The bowl of soup Giulio received that day nourished both his body and soul, and Giulio decided at that point that he also wanted to be a professional chef. His wish was granted when he landed a job as a military chef for the Gallian Army, but he was transferred to Nameless for repeatedly making unauthorized use of his base's food reserves. Even after his transfer, however, Giulio sought out every opportunity to hone his culinary skills. As he traveled from battlefield to battlefield, Giulio would experiment with new dishes created from local ingredients.

Giulio genuinely believes that good food can bring people happiness and build bridges between different cultures.

After his days with Nameless, Giulio traveled far and wide on a quest to discover new flavors. Giulio's cheerful disposition allowed him to quickly make friends wherever he went, and he was even quicker to hit on local females... but to this day, women everywhere have proven too smart to fall for his sweet words, and he has yet to find a girlfriend.

#### CHARACTER CREATION ANECDOTE

We created Giulio because we wanted a chef in the squad. He's pretty close friends with Felix, and since Felix has the "hot guy" department covered, we decided to make Giulio the comic relief. Giulio is a cheerful fellow who keeps the story going early on in the game, and he's the kind of guy everyone likes. (SEGA - Ozawa)

### **▼ FACIAL EXPRESSIONS**



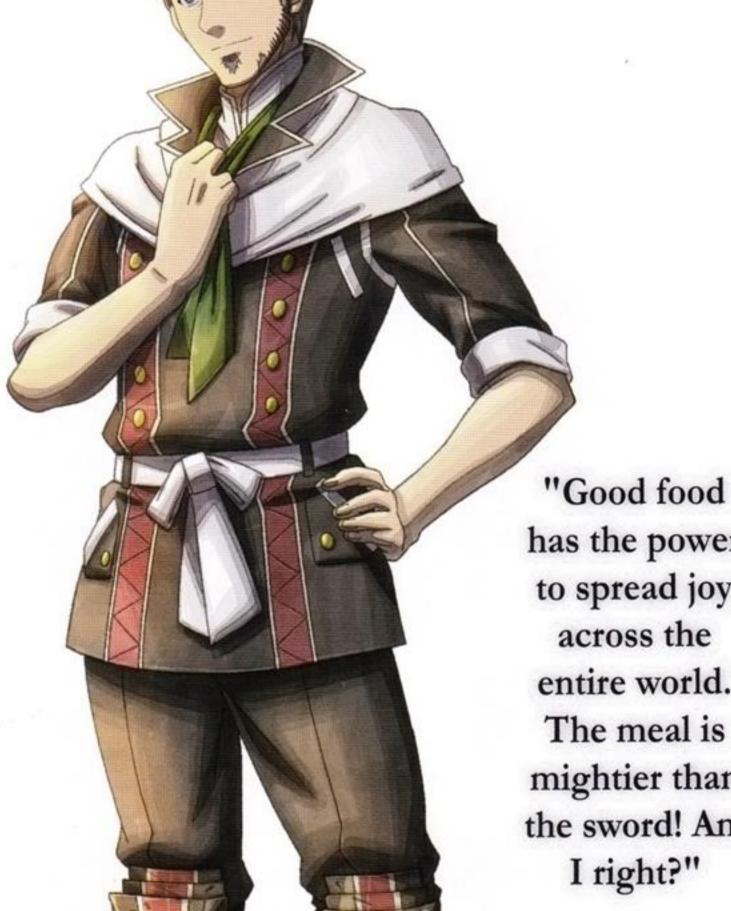












has the power to spread joy across the entire world. The meal is mightier than the sword! Am I right?"





Character Voice:



## Felix Cowley

フェリクス・カウリー

GENDER: Male
AGE: 21
HEIGHT: 178cm

SKILLS: Babysitting (so he says)

WEAKNESS: Insensitive (mostly about romance

and women's hearts)

RACE: Gallian

GROUNDS FOR NAMELESSNESS: Transferred from Gallian Army to Nameless for breach of military

regulations (disobeying orders)

PREFERRED BRANCHES: Shocktrooper, Anti-tank Lancer

## A MAN FULL OF LEADERSHIP QUALITIES WHO CONSIDERS NAMELESS HIS NEW FAMILY

After losing his entire family during the First Europan War, Felix rallied a group of friends together and created a defense unit for his hometown to ensure that a tragedy like that would never happen again. In order to make better use of his obvious talents as a leader, Felix enlisted in the Gallian Army. He quickly became respected as a military man, but upon disagreeing with a brainless superior and voicing his dissenting opinion, he was transferred to Nameless for being "unruly".

Felix strongly believes in justice and has proven himself to be both honest and reliable. He has a natural talent for rallying those around him, which has earned him the respect of his male squadmates. Unfortunately, Felix is a bit dense when it comes to understanding the complexities of the female mind and often makes unintentionally offensive remarks, which sours the mood of his female squadmates. Felix suffered greatly from the pain of losing his family to the First Europan War and, as such, is more than willing to risk his life to protect his squadmates, whom he considers to be his new family.

Even after Nameless was disbanded, Felix traveled around as a mercenary, lending his talents to various military organizations and patrol units to continue his fight against the Empire. His straightforward personality and loads of combat experience make him a popular ally, but he still hasn't figured out the enigma that is women and remains severely unpopular with them.

#### CHARACTER CREATION ANECDOTE

Someone pointed out that there were too few characters that a female player would want to use, so we decided to bring in a handsome male squad member. Felix is a remarkable man who probably could have taken the main character role if this was a different series. The fact that he has a poor understanding of the female psyche was based on a specific request from our female staff members. (SEGA - Ozawa)









## Alfons Auclair

アルフォンス・オークレール



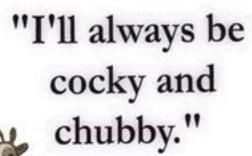
Character Voice: Kohei Matsumoto

GENDER: Male AGE: 23 HEIGHT: 173cm RACE: Gallian

SKILLS: Puzzles and other games of wit

WEAKNESS: Not popular with girls (tries to act cool, but it never works out)

GROUNDS FOR NAMELESSNESS: Transferred from Gallian Militia to Nameless for breach of military regulations (unauthorized use of personnel information) PREFERRED BRANCHES: Scout, Armored Tech



## A GALLANT, BLOND MAN WHO BOASTS THE GREATEST INTELLIGENCE-GATHERING SKILLS IN ALL OF GALLIA

Alfons was born as the second son of a respected noble family in Randgriz City. Unable to deal with a life of being restricted by old customs and traditions, Alfons abandoned his house to make a life for himself. After working as a private investigator, he enlisted in the militia. When it was discovered that Alfons had accessed personnel information without the proper authorization, he was transferred to the penal military unit Nameless.

Alfons has a cheerful and frank personality and is quite considerate of others. He enjoys taking on the role of squad clown, and often jokes about his weight to relieve tense situations. He is always a gentleman when interacting with women and likes to spout cheesy, clichéd lines, but remains unable to impress the ladies for some reason. Alfons likes to refer to himself as "the falcon of Gallia", and seems to have developed a unique friendship with the baughty leila.

Alfons excels at speechcraft and puzzle solving, skills that he gained during his short career as an investigator. His investigative skills are so advanced that he has uncovered numerous dark secrets about Gallian nobles.

After Nameless was disbanded, Alfons returned to his life as a private investigator, but he remains disappointed that he is unable to purge all of the evils that infest his beloved homeland.

### CHARACTER CREATION ANECDOTE

Alfons was created as a partner for "Queen Leila", to help her maintain the official site's news blog. Our intention was to design a character who everyone would describe as "cool" despite his appearance. (SEGA - Ozawa)

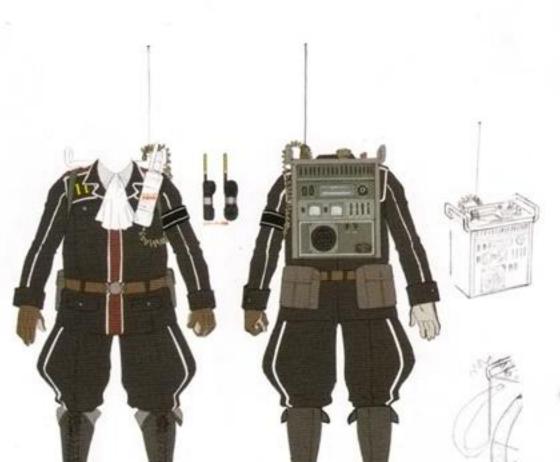














SUPER HANDSOME IF HE LOSES WEIGHT.





Deit

ダイト

GENDER: Male AGE: 27 HEIGHT: 191cm RACE: Darcsen SKILLS: Wirework

WEAKNESS: Quick to cry, his younger sister

GROUNDS FOR NAMELESSNESS: Transferred from Gallian Militia to Nameless for breach of military regulations (in truth,

was transferred just for being a Darcsen)
PREFERRED BRANCHES: Armored Tech, Sniper

## A HELPLESSLY NEGATIVE MAN WHO JOINED THE MILITIA FOR HIS BELOVED YOUNGER SISTER

Deit was born in a poverty-stricken region in northern Gallia. Being unusually tall and depressing, Deit was often picked on as a child. Having spent most of his childhood being punched and kicked, Deit has built up a high pain threshold.

Deit spent most of his life doing little and desiring nothing. He was unemployed for a long time, sustained only by the efforts of his sole surviving family member, his little sister Dyna. Deit's sister was so worried about his future that he resorted to enlisting in the militia just to offer Dyna a sense of reassurance. Upon joining the militia, however, Deit was transferred to Nameless for no other reason than because he was a Darcsen. This was such a shock to Deit that he retreated even further into his shell, refusing to interact with others and calling his squadmates only by their Numbers. Deit refrained from telling his sister about his transfer to Nameless. He doesn't speak much and tends to directly state his emotions when he does, which often causes conflicts between himself and others. Amy is the only Nameless who has managed to make a crack in Deit's shell.

After Nameless was disbanded, Deit started making a modest living with his wireworking skills, and eventually left on a journey to visit Darcsens in various regions. As Deit got to know more and more Darcsens, he felt his curiosity about his heritage growing. When he is reunited with Valerie at Kurt and Riela's wedding, Deit offers to assist with her Darcsen Calamity research.

### **▼ FACIAL EXPRESSIONS**





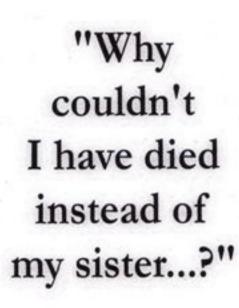




Character Voice: Tomohisa Hashizume

#### CHARACTER CREATION ANECDOTE

Most of the Darcsens in this game, like Imca and Dahau, have a definite star quality to them. For that reason, we felt we needed to include a more archetypical Darcsen for first-time players. That's why Deit is a character with a dark, abuse-filled past and a very jaded outlook on life. (SEGA - Ozawa)





DEIT DESIGN

DEIT'S MILITARY WRENCH

Valkyria Chronicles 3
COMPLETE ARTWORKS



## Serge Liebert

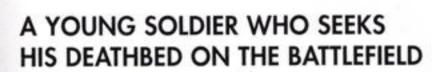
セルジュ・リーベルト



Character Voice: Keisuke Komoto

GENDER: Male AGE: 18 HEIGHT: 169cm RACE: Gallian SKILLS: Darts

WEAKNESS: Sweets (always carries sugar cubes)
GROUNDS FOR NAMELESSNESS: Serge requested
a transfer from Gallian Army to Nameless
PREFERRED BRANCHES: Engineer, Sniper



Serge had a promising future in the Gallian Army due to his remarkable skill as a sniper, but when he found out that he would soon succumb to an incurable disease, he requested a transfer to Nameless in hopes of dying in combat.

Quiet and frail, Serge barely seems to have a will to live and often goes unnoticed by those around him. He desires little more than to die a soldier's death, and is therefore perfectly willing to take on the riskier roles during a mission. Despite Serge's desire to die in combat, Kurt was able to teach him the value of what little life he had left, which helped Serge become a more hopeful young man. Serge was one of the first Nameless to recognize Kurt's true abilities, and immediately felt a deep respect for his new commander.

Even after Nameless was disbanded, Serge continued to consider Kurt his commanding officer. Stating that he wouldn't allow himself to die without direct orders from Kurt, Serge settled into a quiet life under the tutelage of a shepherd.

### CHARACTER CREATION ANECDOTE

We wanted a character who suffered from an incurable disease, so we decided to apply this backstory to Serge, whom we had prepared as the token "cute boy". The rest of his background was built around someone's comment that this story was reminiscent of Souji Okita's life. By the way, Serge's feelings toward Kurt are purely those of respect. (laughs) (SEGA - Ozawa)

























Amy Apple

エイミー・アップル



Character Voice: Minami Tsuda

GENDER: Female

AGE: 15

HEIGHT: Stated as 150cm (actually 149cm)

RACE: Gallian SKILLS: All domestic chores

WEAKNESS: Height
GROUNDS FOR NAMELESSNESS:

Amy requested a transfer from Gallian Militia to Nameless (for greater financial rewards) PREFERRED BRANCHES: Scout, Gunner

## A MINDFUL GIRL WHO CAN'T HELP BUT LOOK AFTER USELESS MEN LIKE HER FATHER

Amy grew up taking care of her father, who was an irresponsible sort prone to getting himself into debt. Amy is quite tough and likes taking care of others, and has never felt sorry for herself despite her unfortunate childhood. When Amy found out that there was more money in being Nameless, she requested a transfer so that she would be able to send more money home to support her family. Gloria thinks the other girls could learn a thing or two from Amy, and even goes so for as to say that Amy would make the ideal wife. Amy can't help herself when it comes to taking care of those who refuse to take care of themselves, and feels particularly drawn to Deit because of the way he about her height and always states it as 150 centimeters.

After Nameless was disbanded, Amy attempted to stay with Deit but was left behind when he departed on his journey. Amy was instead able to land a steady job through Gloria's connections, but feels unsatisfied with the simple and routine lifestyle.

### CHARACTER CREATION ANECDOTE

Amy was created to be the one person who could help heal Deit's inner wounds. We set her age at 15 in order to offer a wider variety of ages within Nameless, and to emphasize Gloria's age. (SEGA - Ozawa)









## Leila Peron

レイラ・ピエローニ



Character Voice: Umeka Shoji

GENDER: Female
AGE: 20
HEIGHT: 165cm
RACE: Gallian
SKILLS: Wielding whips
WEAKNESS: Ticklish
GROUNDS FOR NAMELESSN

WEAKNESS: Ticklish
GROUNDS FOR NAMELESSNESS:
Transferred from Gallian Militia to Nameless for breach
of military regulations (violence against a superior)
PREFERRED BRANCHES: Shocktrooper, Anti-tank Lancer

"I'm going to build a world without war for you all!!"

OR PARTY AND DE

# A DOMINATRIX WHO HOPES TO ESTABLISH WORLD PEACE BY "TRAINING" MEN WITH HER WHIP OF LOVE

Leila used to be in the Gallian Militia, but her company was commanded by a despicable captain who used intimidation tactics to control his subordinates and often forced the female squad members under his command to amuse him at night. Leila was not one to put up with such shenanigans, however, and gave her captain a taste of her crop. As a result, Leila was immediately transferred to Nameless for insubordination. Leila has an extremely dominant personality, and loves the feeling of having others obey her orders. She first realized she had this fetish when she was whipping her younger brother, Homer Peron from the first game, into shape. Leila really does care for Homer, and her crop is filled with hope for his future whenever she is dealing with him.

Leila likes Gothic fashion and always has her trusty crop in her hand. She's arrogant and overconfident, but has the admirable (?) goal of bending the world's men to her strong will in order to build a new, peaceful world. Even after being transferred to Nameless, she had her male squadmates submitting to her aggressive personality in no time. After Nameless was disbanded, Leila took to traveling the world as a "trainer", searching for useless men in need of her distinct touch. Such men are a dime a dozen, so she never has trouble finding new targets.

### CHARACTER CREATION ANECDOTE

Since the Peron household was chosen to be in charge of the blog, we knew we had to bring in "M" Homer's extremely "S" sister. Leila may seem like your typical S&M dominatrix, but she's actually quite classy and is a true "Queen". [SEGA - Ozawa]

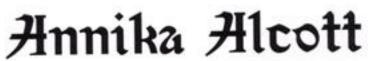
### **▼ FACIAL EXPRESSIONS**





### **LEILA DESIGN**





アニカ・オルコット

Misaki Maruyama

GENDER: Female AGE: 17 HEIGHT: 161cm RACE: Gallian

SKILLS: Manual labor (she's super strong),

using her super strength

WEAKNESS: Using her head (she's especially

bad at mathematics)

GROUNDS FOR NAMELESSNESS: Committed a crime (assault; caused excessive harm to her opponent while defending herself)

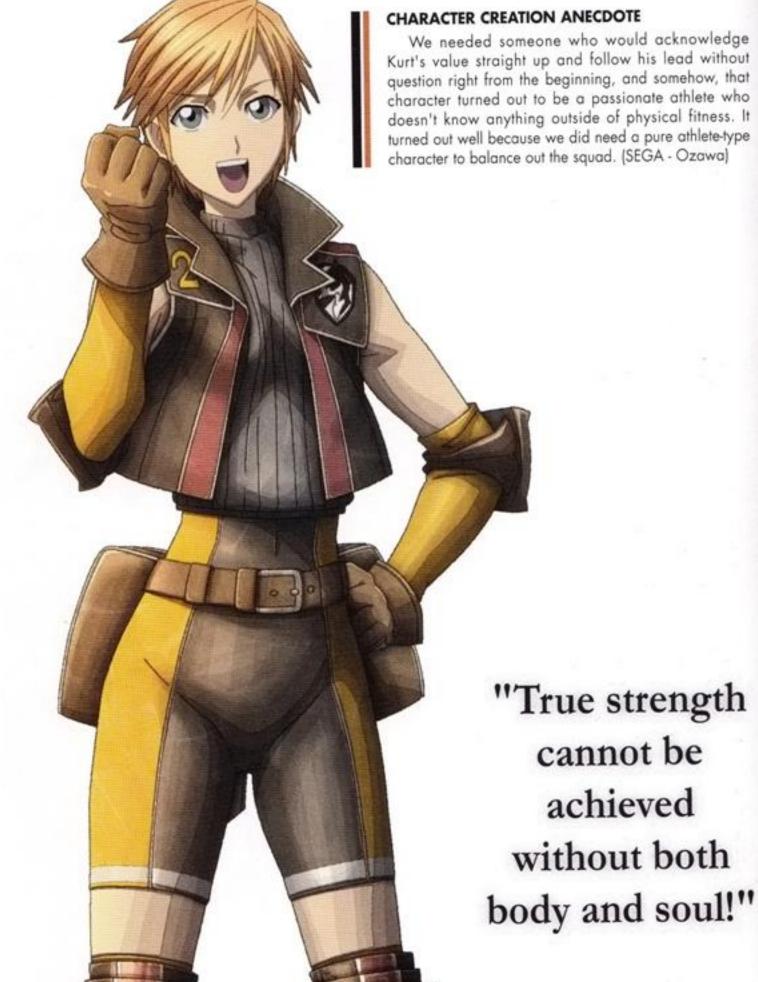
PREFERRED BRANCHES: Shocktrooper, Fencer

## AN ACTIVE GIRL WHO LOVES TRAINING HERSELF PHYSICALLY AND AIMS TO HONE HER ABILITIES IN NAMELESS

When Annika was a little girl, she witnessed a soldier saving her allage and immediately knew she wanted to grow up to be strong like One day, she was being hassled by some hooligans and accidentally caused severe injuries to them while defending herself. The was arrested and assigned to Nameless as punishment. Annika de consider her assignment to be a punishment, however, as she whiched the thought of facing strong opponents on the battlefield.

Annika possesses remarkable physical prowess, and is surprisingly mong for a girl of her size. Her special moves include the elbow strike and low kick. Annika wants to improve her fighting skills even more, has trouble finding partners for groundwork techniques - in other wards, willing partners who don't fear her grappling techniques. Though cheerful and lively, Annika is quite gullible and tends to trust people too much. Another problem Annika has is that she takes people a little too seriously sometimes, and can get into a big fight a little joke. Once in Nameless, Annika chose Gloria as her matter, hoping to learn how to train her soul as well as her body.

After Nameless was disbanded, Annika finally got to start the making quest she had always dreamed of, which would take her all mer the world. Annika maintains her master/apprentice relationship Gloria, and regularly writes letters to her to report on her progress.



"True strength cannot be achieved without both body and soul!"

#### **FACIAL EXPRESSIONS**











**ANNIKA DESIGN** 



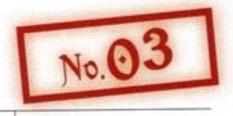


85



## Gloria Durrell

グロリア・ダレル



Character Voice: Chigusa Ikeda

"I'm still

active... both

as a soldier

and as a

woman."

GENDER: Female AGE: 62 HEIGHT: 160cm RACE: Gallian

SKILLS: Used to be popular with men, fortune telling by facial features (self-taught)

WEAKNESS: Acrophobic

GROUNDS FOR NAMELESSNESS:

Committed a crime (embezzled weapons; assigned to Nameless due to countless other minor crimes)

PREFERRED BRANCHES: Anti-tank Lancer, Gunner



A VETERAN SOLDIER ARMED WITH A FULL UNDERSTANDING OF "HUMAN NATURE" WHO HAS CONNECTIONS IN UNDERGROUND SOCIETIES

Gloria is a 62-year old female soldier with a love for booze and tobacco. She will often refer to herself as an old hag and has no problems being addressed as an old lady, though she does hate being treated like a helpless senior. She was a beautiful woman with plenty of admirers in her youth, and according to her she's still "got it".

Gloria herself desired to be placed in Nameless after she was arrested for smuggling foreign weapons, and only Imca has been in Nameless longer than she has. She doesn't hesitate to speak her mind and can come off as a bit brash, but she cares about her squadmates and takes particularly good care of her female comrades.

Due to her long history as the hostess of a brothel, Gloria has some deep connections in society's shady underworld. Gloria's been through a lot in her life, so accordingly, it takes a lot to shake her up. Believing that going by the book won't be enough to save Gallia, she has allied herself with mafia organizations on more than one occasion. Gallia's government was quite apathetic and uncooperative when Gloria lost her son many years ago, and she is therefore quite distrustful of them.

Since she has mostly lived in Gallia's seedy underbelly, Gloria felt no need to abandon her homeland just because she lost her citizenship. After Nameless was disbanded, Gloria returned to her life in the underground where she tells tales of Amy and Annika to any youths who stumble into her territory.









Valkyria Chronicles 3
COMPLETE ARTWORKS



## Valerie Hynsley

ヴァレリー・エインズレイ

Character Voice: Ai Sasaki

GENDER: Female AGE: 28 HEIGHT: 168cm RACE: Gallian

SKILLS: Using her head (she is quite brilliant)

WEAKNESS: Dull taste buds **GROUNDS FOR NAMELESSNESS:** Committed a crime (entered Randgriz Castle without authorization)

PREFERRED BRANCHES: Scout, Engineer

### A HISTORIAN WHO HAS DEVOTED HER LIFE TO THE PURSUIT OF TRUTH

Valerie was one of the youngest assistant professors at Randgriz University (the university Welkin attended), and is a brilliant historian. While she was researching the roots of the Darcsen Calamity, Valerie repeatedly entered Randgriz Castle without authorization and also dug through some of Gallia's more sensitive documents. Gallia's ruling body was intent on keeping the royal family's Darcsen heritage a secret, and assigned Valerie to Nameless because they considered her a serious threat to national stability.

Valerie's professor once told her that knowing history is to know the world and thus humans as a whole. Believing in the truth of these words, Valerie is convinced that uncovering the truth about Gallia's history, war, and prejudice will help to build a future without unjust persecution. To this end, she has devoted her life to pursuing the truth in all things. She maintains a neutral position in all circumstances and is unaffected by things like age and rank when she interacts with others. Valerie does, however, have a tendency to bury herself in her research, at which point she becomes oblivious to everything around her.

After Nameless was disbanded, Valerie lost her position at the university and was unable to continue her research. She was given an opportunity to begin her studies anew with a researcher in a foreign country, however, and Valerie gratefully accepted.

### CHARACTER CREATION ANECDOTE

This game offers an especially close look at the Valkyrur and Darcsens, so we needed to create a character who could offer an accurate account of history. Valerie is a mature and intelligent woman, so she gives off the same vibe as Eleanor Varrot from the first game. (SEGA - Ozawa)

### FACIAL EXPRESSIONS













"To know the truth of history, one must study history as recorded by the fallen."





## Zahar Alonso

ザハール・アロンソ



Character Voice: Takeshi Mori

GENDER: Male AGE: 59 HEIGHT: 172cm RACE: Fhiraldian SKILLS: Chess, drinking WEAKNESS: Booze **GROUNDS FOR NAMELESSNESS:** 

Transferred from Gallian Militia to Nameless for breach of military regulations (drunken brawling) PREFERRED BRANCHES: Shocktrooper, Fencer

## A FORMER FHIRALDIAN GENERAL WHO DROWNED HIS SORROWS IN ALCOHOL AFTER HIS KINGDOM FELL

Zahar is an alcoholic soldier who hails from the kingdom of Fhirald. After Fhirald was destroyed during the First Europan War, Zahar wandered around aimlessly as a mercenary before enlisting with the Gallian military. Zahar's combat skills were acknowledged and he was assigned to the Gallian Militia, but he got drunk and caused trouble far too often. He was labeled an alcoholic and transferred to Nameless.

Zahar is usually regarded as a nuisance due to his habit of spending the majority of the day drunk and rambling endlessly about things no one cares

Zahar may not seem like much now, but rumor has it that he was a talented and respected general in Fhirald's army. He retired, choosing Jaeger as his replacement, and was away from Fhirald when it was destroyed during the First Europan War. Overcome with a devastating sense of guilt and responsibility, Zahar sought solace at the bottom of the bottle. No one knows how true these rumors actually are, but it has also been suggested that Zahar is actually a really nice guy who doesn't discriminate by age or social status.

After Nameless was disbanded, Zahar returned to what used to be Fhirald and now uses old connections to support a certain someone's efforts.

### CHARACTER CREATION ANECDOTE

We created Zahar because we were intrigued by the idea of a drunken lout who used to be Jaeger's superior. Whether his past relationship with Jaeger is the truth or nothing more than the ramblings of a drunkard is left to the player's imagination.















Masato Obara

"Despite

this, I still

intend to

live and die

for my



## Shin Hyuga

シン・ヒューガ

GENDER: Male AGE: 27 HEIGHT: 170cm

RACE: Gallian (mixed foreign heritage)

SKILLS: Swordsmanship from his culture of origin, cleaning

WEAKNESS: Mysophobic, stubborn

GROUNDS FOR NAMELESSNESS: Transferred from Gallian Militia to Nameless for breach of military regulations (in truth,

was transferred just for having foreign blood)
PREFERRED BRANCHES: Scout, Fencer

A STEREOTYPICAL EASTERN WARRIOR WHO LIVES ACCORDING TO THE IDEALS OF BUSHIDO

Shin is a black-haired young man who was born from the union of a traveling Gallian merchant and the woman he met in a nation to the Far East. After his mother's death, Shin and his father immigrated to Gallia. Full of Eastern valor, Shin joined the Gallian Militia but was transferred to Nameless because he wasn't a pure Gallian.

Shin comes off as serious and stubborn, so most people don't bother trying to talk to him. He rarely speaks and is conservative and standoffish, which doesn't help his case. Still, Shin does have a more sensitive side to him that has a deep appreciation for things like the changing of the seasons and the beauty of nature. He is grateful to Gallia for accepting him and his father when they immigrated from their homeland, and Shin intended to swear fealty to Cordelia. Annika took a liking to Shin because of the way he dedicates himself to his training.

After Nameless was disbanded, Shin took Gloria's advice and left Gallia to work as a guard for a ragnite merchant in another nation.

### CHARACTER CREATION ANECDOTE

We created Shin based on the simple desire to include a samurai. Though he's of mixed blood, we wanted him to look like a stereotypical samurai, so we didn't worry too much about the reality of his mixed heritage. Shin's character led to the idea of offering a Japanese katana as DLC. (SEGA - Ozawa)

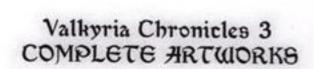








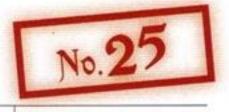






## Cedric Drake

セドリック・ドレーク



Character Voice: Masato Obara

GENDER: Male
AGE: 47
HEIGHT: 181cm
RACE: Gallian
SKILLS: Anything
WEAKNESS: None

**GROUNDS FOR NAMELESSNESS:** Plea agreement after committing

numerous violent crimes
PREFERRED BRANCHES:

Shocktrooper, Gunner

## A LEGENDARY CRIMINAL WHO DREAMS OF BECOMING A HERO ON THE BATTLEFIELD

From thievery to murder, Cedric has stained his hands with every color of the criminal spectrum, and his name is expected to live on in infamy for many generations to come. When he was finally arrested, it became clear that Cedric would be punished to the fullest extent of the law, so he made a plea agreement to be placed in Nameless instead. His main objective in joining Nameless was to earn amnesty, but Cedric was also interested to find out just how many people he would have to kill to earn the title of "hero". He hid his true name and story from the other Nameless, but proved himself to be a willing and capable soldier in every way.

Cedric is quite friendly and can get along with just about anyone, but he also has a dark side to him that wouldn't hesitate to sacrifice an ally if it meant furthering his own goals.

Ada is a detective who continued to pursue Cedric even after his Nameless assignment, and though Cedric initially thought she was rather foolish, he began to think of her as an intriguing individual after she saved his life.

After Nameless was disbanded, Cedric hid himself away so well that no one seemed to know where to find him. From then on, every time a particularly devious crime was committed in Gallia, people started to whisper Cedric's name, but it always turned out to be a case of mistaken identity, a baseless rumor, or a copycat criminal.

### **▼** FACIAL EXPRESSIONS















CHARACTER CREATION ANECDOTE



Character Voice:

Chigusa Ikeda



## Margit Ravelli

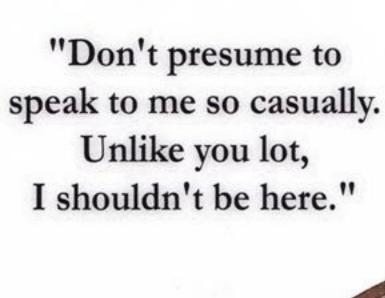
マルギット・ラヴェリ

**GENDER:** Female AGE: 22 HEIGHT: 163cm RACE: Gallian SKILLS: Gardening

WEAKNESS: Poor sense of direction **GROUNDS FOR NAMELESSNESS:** Discharged from Gallian Army for breach of military regulations (held responsible

for failed missions)

PREFERRED BRANCHES: Anti-tank Lancer, Scout





## A FLOWER-LOVING NOBLE WHO IS TROUBLED BY HER LACK OF TACTICAL COMMAND SKILLS

Margit was born to a highly respected military household, and is a distant relative to General Damon from the first game. After graduating from Lanseal Royal Military Academy, Margit used her family's connections to get herself placed as a second lieutenant in the Gallian Army. Margit did her best to perform as an officer, but her lack of experience and talent led to numerous failed missions, and she was eventually transferred to Nameless.

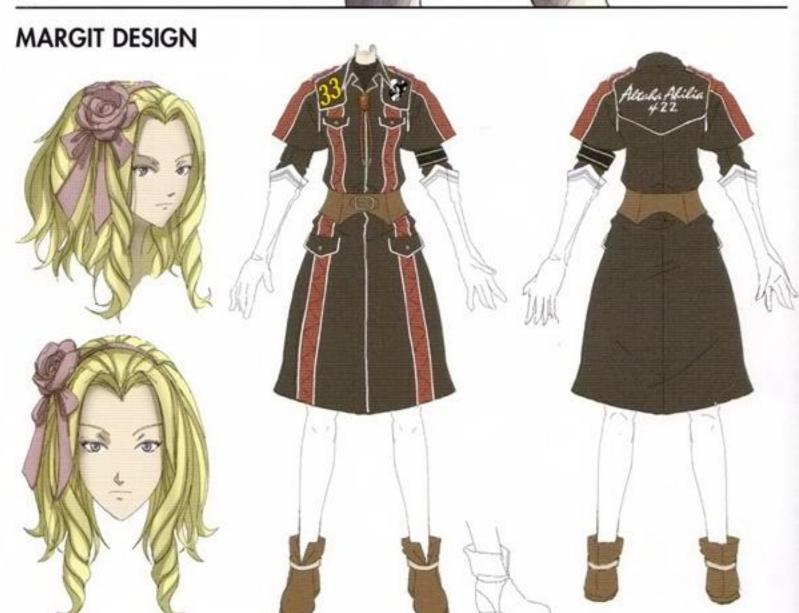
Margit's pride as a former officer prevented her from viewing and treating her squadmates as equals. This, coupled with her tendency to speak harshly and rudely to her fellow soldiers, soon made her presence in Nameless a solitary one. Margit spends every free moment tending to her flowers. By fighting her way through missions under Kurt's leadership, Margit slowly learned what it meant to be a commander. She came to sincerely care for her squadmates, and her feelings toward Kurt gradually grew beyond the boundaries of gratitude.

After Nameless was disbanded, Margit left Gallia to search for more opportunities to flex her abilities as a military woman. With Kurt's teachings held firmly in her heart, Margit continued the fight in new lands.

#### CHARACTER CREATION ANECDOTE

We created Margit because we wanted a Lanseal graduate in Nameless. This was also a concept left over from the days when one of the heroines was planned as a Lanseal graduate. Another motivation for creating a character like Margit was our desire to place the "princess" archetype - which has become a tradition in the series - into a setting like Nameless to see how she would cope. (SEGA - Ozawa)







## Clarissa Callaghan

クラリッサ・キャラハン



Character Voice: Haruka Terui

GENDER: Female AGE: 21 HEIGHT: 162cm

RACE: Gallian

SKILLS: Knitting, dancing WEAKNESS: Physical activity **GROUNDS FOR NAMELESSNESS:** 

Transferred from Gallian Army's Medical Unit to Nameless for breach of military regulations (aided a prisoner's escape) PREFERRED BRANCHES: Engineer, Armored Tech

## A KIND-HEARTED ANGEL OF MERCY WITH A FRAIL AIR ABOUT HER

Clarissa was working as a medic in the Gallian Army's field hospital when she fell in love with an imperial soldier she was tending to and helped him escape. She was immediately transferred to Nameless as punishment. Her hobby is dancing, an activity she started as a way to lose weight.

Clarissa's fragile qualities and devoted personality had made her a favorite among the male patients in the field hospital. The sight of countless soldiers dying day after day began to desensitize Clarissa, however, and she felt like she was losing her humanity. It was the encouraging words of the imperial soldier she soon fell in love with that brought life back into Clarissa's eyes. Before escaping from the field hospital, the soldier told Clarissa that he would return for her one day, and she faithfully held onto that promise. Clarissa's sense of compassion is so strong that she would willingly sacrifice herself to save another, a trait that Felix worries about constantly.

After Nameless was disbanded, Clarissa joined a dancing troupe and traveled around imperial territory searching for the man whose photograph she kept in her locket. Clarissa was eventually wedded to her beloved soldier, and she is now a mother with one child.

#### CHARACTER CREATION ANECDOTE

We thought a nurse who was thrown into Nameless for falling in love with an enemy soldier would make for a great character. We were actually quite surprised when we got tons of comments from our fans regarding how shocked they were to find out that Clarissa's beloved was just a regular soldier. (laughs) (SEGA - Ozawa)



"Yes... I will fight! For a peaceful future...!"



















Elliot Oates

エリオット・オーツ

No. 18

Tomohisa Hashizume

GENDER: Male AGE: 36 HEIGHT: 177cm RACE: Gallian SKILLS: Billiards

WEAKNESS: Large appetite
GROUNDS FOR NAMELESSNESS:
Committed a crime (marriage fraud)
PREFERRED BRANCHES: Scout, Armored Tech

### CHARACTER CREATION ANECDOTE

We were brainstorming different crimes that could land a person in Nameless, and the idea of marriage fraud was tossed into the circle. Elliot doesn't actually consider himself a "liar" or "con artist", as he sincerely believes that he's loved each woman he's scammed in his own unique way. (laughs) (SEGA - Ozawa)

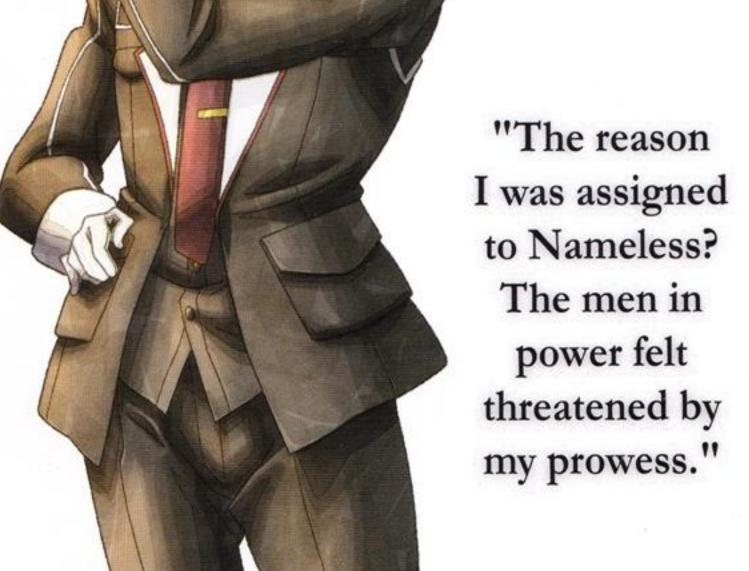


Elliot is a natural-born liar who has committed many acts of marriage fraud. Elliot was assigned to Nameless when it was discovered that he was seducing a female soldier who was romantically involved with his superior in the Gallian Militia.

Elliot has the appearance of a polite and civil gentleman, which helps him to deceive his victims. He doesn't feel even a shred of guilt for scamming people, and it is said that he has seduced hundreds of women. The only people Elliot cannot bring himself to lie to are children. Despite his obvious skill and history as a smooth talker, Elliot was unable to seduce a single female squadmate while in Nameless.

When Elliot was still in his teens, he was truly in love with a woman whom he intended to marry. Her parents refused to allow their marriage, however, and tore the young lovers apart. The trauma and emotional pain inflicted on Elliot by this incident left him unable to genuinely love another human being ever again.

After Nameless was disbanded, Elliot didn't seem very troubled by the loss of his citizenship, as he would be able to make a living wherever women could be found. He still hasn't gotten over his first love, however, and remains single to this day.











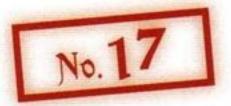








## Ilmari Gasotto



Character Voice: Takeshi Mori

GENDER: Male AGE: 29 HEIGHT: 184cm RACE: Gallian

SKILLS: Playing the trumpet WEAKNESS: Women and children **GROUNDS FOR NAMELESSNESS:** Committed a crime (avoided conscription) PREFERRED BRANCHES: Engineer, Sniper

## AN UNMOTIVATED YOUNG MAN WHO IS WILLING TO RISK HIS LIFE FOR THE WOMAN HE LOVES

Ilmari used to attend the most prestigious music school in all of Gallia, and had proven himself to be an extremely talented musician. Unfortunately, Ilmari was as unmotivated about life as he was musically talented, and dropped out of the school simply because he couldn't be bothered with it any longer. After leaving the school, Ilmari didn't hold a single stable job, and instead wandered around with trumpet in hand. The military eventually caught up to him and assigned him to Nameless for avoiding conscription.

Ilmari has never gotten attached to anything or anyone. He can't stand being stuck in one place for too long, hates commitment, and altogether lacks energy and interest in life. Ilmari's free-spirited nature has gifted him with a unique penchant for creativity and imagination, but he doesn't feel particularly moved to use his talents to do anything productive. Ilmari's assignment to Nameless changed everything, though, as it was in this squad that he met Riela, for whom he felt a pure and sincere love. Ilmari's love for Riela was so genuine that he even stated that he'd be willing to die for her. Why he couldn't have applied that level of motivation to anything else in his life will always be one of the universe's biggest mysteries.

After Nameless was disbanded, Ilmari resumed his life as a wanderer instead of pursuing Riela. During his travels, Ilmari developed an interest in fishing, and that soon became his main source of food.

### **FACIAL EXPRESSIONS**



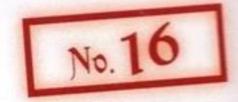


### **ILMARI DESIGN**





Hda Ansorge



Misaki Maruyama

Character Voice:

**GENDER:** Female AGE: 28 HEIGHT: 173cm RACE: Gallian

SKILLS: Coffee connoisseur WEAKNESS: Inept at domestic tasks

like cooking and sewing

**GROUNDS FOR NAMELESSNESS:** Committed a crime (foul play)

PREFERRED BRANCHES: Anti-tank Lancer, Sniper

## A FORMER ELITE DETECTIVE WHO IS OBSESSED WITH CEDRIC

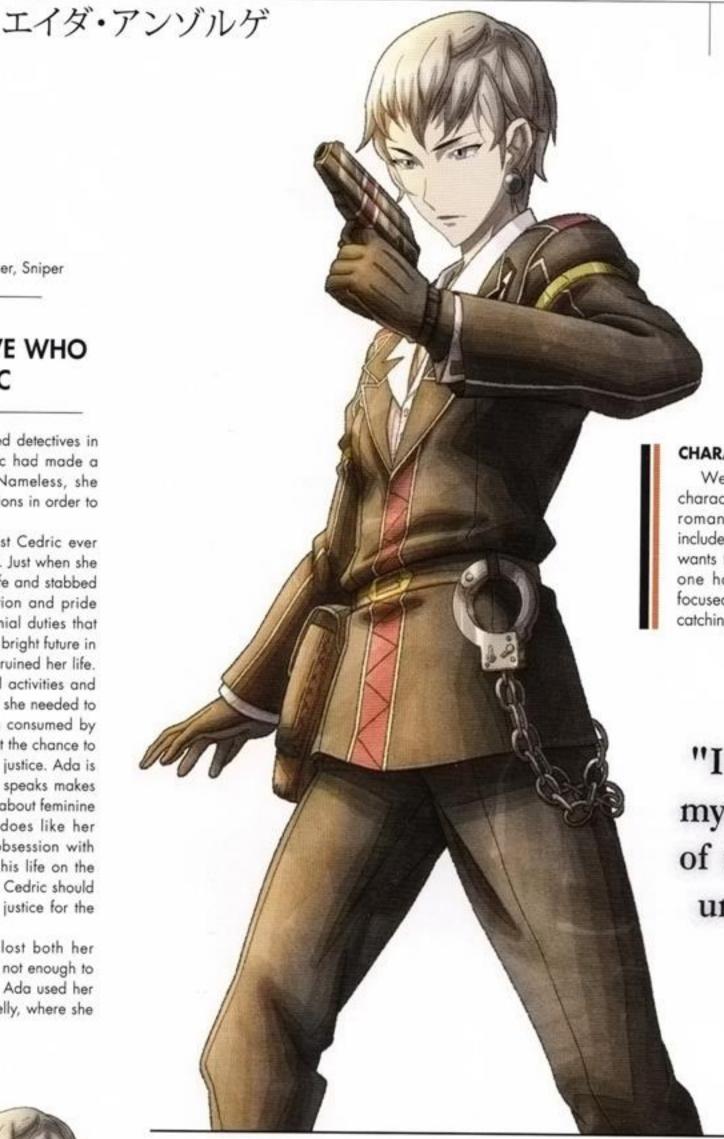
Ada used to be one of the most respected detectives in Randgriz City. When she heard that Cedric had made a plea agreement and was now a part of Nameless, she personally revealed all of her past transgressions in order to join Nameless herself.

Ada has held a personal grudge against Cedric ever since she almost managed to arrest him once. Just when she thought she had him, Cedric pulled out a knife and stabbed Ada before escaping. Ada lost her reputation and pride over this incident, and was assigned to menial duties that basically guaranteed she would never have a bright future in law enforcement. In Ada's mind, Cedric had ruined her life. Since then, Ada has resorted to many illegal activities and dirty tactics to get the information she thought she needed to bring Cedric down once and for all. Ada is consumed by her desire for vengeance, and is hoping to get the chance to kill Cedric with her own hands in the name of justice. Ada is not a very friendly person, and the way she speaks makes her seem particularly harsh. She doesn't care about feminine interests like fashion or accessories, but does like her cigarettes and bitter, black coffee. Ada's obsession with Cedric is so twisted that she actually saves his life on the battlefield because she feels that the only way Cedric should be allowed to die is in the course of facing justice for the crimes he has committed.

After Nameless was disbanded, Ada lost both her citizenship and her badge, but even that was not enough to make her give up on getting Cedric arrested. Ada used her connections to get deep into society's underbelly, where she waits for Cedric to make his next move.

### **V** FACIAL EXPRESSIONS





#### CHARACTER CREATION ANECDOTE

We wanted to come up with a character pairing that wasn't based on romantic feelings, so we decided to include a criminal and the detective who wants to catch him. Ada was created as one half of this pair. She is a superfocused detective who only thinks about catching Cedric. (SEGA - Ozawa)

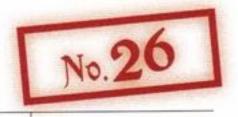
"I still consider myself an officer of the law. Don't underestimate me."





## Gisele Fleming

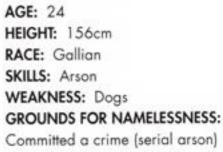
ジゼル・フレミング



Character Voice: Haruka Terui

GENDER: Female AGE: 24 HEIGHT: 156cm RACE: Gallian SKILLS: Arson

PREFERRED BRANCHES: Shocktrooper, Fencer



## A MYSTERIOUS GIRL WHOSE BEST FRIEND IS FIRE

Gisele grew up in an orphanage, but her superior intellect made it difficult for her to make friends with children of her own age. Some people in high places took note of Gisele's gift and brought her into a government-funded research facility. Unfortunately, Gisele considered fire to be her best and only friend, and she accidentally set a few things ablaze while "playing" with that friend. Repeated cases of arson got her arrested and sent to prison, but she somehow managed to cause more fires even while incarcerated. The prison system couldn't handle Gisele's pyromania, so she was assigned to Nameless.

Gisele doesn't feel guilty about setting fire to things, and was more than happy to be sent to Nameless if it meant she could get out of prison. She only speaks as much as is absolutely necessary, doesn't express much emotion, and is so apathetic about food that she will eat any meal with a straight face no matter how terrible it tastes to others. Gisele has shown that she is willing to do just about anything without being held back by things like morals. She is rather stubborn, however, and will not do anything she does not want to do. Strangely, Gisele seems to follow Kurt's orders quite obediently.

After Nameless was disbanded, Kurt took a moment to speak to Gisele and insisted that she refrain from doing anything unlawful in the future. Gisele accepted this request as Kurt's final order, and hasn't committed arson since. She went to work under the guidance of a charcoal worker in the mountains, and though she does feel the urge to set fire to the entire mountain from time to time, she has managed to hold that temptation at bay.

#### CHARACTER CREATION ANECDOTE

While brainstorming different crimes that would get our characters sent to Nameless, the idea of arson popped up and we decided to create a psychotic girl with an unusual taste for fire. She was quite popular when we put her in a pre-release promotional video, but we heard that players were a bit taken aback when they actually played the game and found out that Gisele is a seriously troubled girl. (laughs) (SEGA - Ozawa)

"\*giggle\* ... I can smell gunpowder on the wind..."

















## Frederica Lipps

フレデリカ・リップス

Character Voice: Minami Tsuda

GENDER: Female AGE: 27 HEIGHT: 166cm RACE: Unknown SKILLS: Gambling WEAKNESS: Fear of ghosts

**GROUNDS FOR NAMELESSNESS:** 

Transferred from Gallian Militia to Nameless for breach of military regulations (public indecency) PREFERRED BRANCHES: Scout, Shocktrooper



Frederica is an information vendor who makes a living selling valuable information to anyone in any nation. She has repeatedly infiltrated the Empire, the Alliance, and Gallia as a spy to gather information. She currently possesses a stunning wealth of sensitive information regarding each nation's government and military personnel. Frederica had enlisted in the Gallian Militia in order to gather some military intelligence, but it became clear that someone was onto her, so she committed a few minor crimes to ensure that she would be transferred to Nameless as soon as possible. Even after joining Nameless, she continued to gather information however she could.

Shameless and refreshing, Frederica is a very confident woman who treats men as little more than adorably stupid puppies. She even treated Kurt, her superior officer, like he was just a little boy. Frederica's main concern is herself, and she is constantly evaluating how favorable or profitable a situation might be for her. Frederica is willing to sell her information to anyone who can pay her fees, and will not hesitate to seduce unwitting victims in order to get the information she wants. The one little-known weakness Frederica has is her fear of ghosts. Though she may make it sound like she sleeps with many different men for her own profit and enjoyment, the truth is that she is afraid to sleep alone because ghosts are known to appear at night.

After Nameless was disbanded, Frederica returned to her former life as a spy. Apparently, much of the information she gathered during her time in Nameless turned out to be quite rare and valuable.



"Men are so stupid... it's adorable."

### CHARACTER CREATION ANECDOTE

Frederica was born from our desire to include a sexy female spy character. She gathers her best information between the sheets. Frederica is a powerful woman who knows exactly how to use her best weapons. (SEGA - Ozawa)













## Carisa Contzen

カリサ・コンツェン



Character Voice: Ai Sasaki

GENDER: Female AGE: Unknown HEIGHT: 161cm RACE: Gallian SKILLS: Counting m

SKILLS: Counting money
WEAKNESS: Hot and spicy food
GROUNDS FOR NAMELESSNESS:

Transferred from Gallian Army to Nameless for irresponsible handling of poison gas shells

(Gusurg's replacement)

PREFERRED BRANCHES: Tank Pilot

## A WOMAN WITH A LOVELY SMILE WHO IS OBSESSED WITH MAKING MONEY

Carisa's family struggled with intense poverty while she was growing up, and as a result, she became a cunning woman who knows how to save money and get the most bang for her ducat. After enlisting in the Gallian Army, she joined the supply team that was responsible for transporting weapons and tank parts to the Nameless camp. Carisa seemed to see some of her own unfortunate past reflected in the Nameless crew's situation, and did what she could to help them out. After Gusurg betrayed them, Carisa was made a scapegoat for his actions and she was transferred to Nameless.

Carisa speaks with a slow pace and pleasant tone, but attentive listeners will notice a few sharp barbs inserted here and there between her words. Due to this strange, fairly random method of self-expression, most people admit that they never quite know what Carisa is thinking. Carisa is still quite bitter about her unfortunate upbringing, and the only reason she always has a smile on her face is that it makes it easier for her to get what she wants. Rumors have her piloting tanks during the First Europan War, so she's clearly a veteran of some years, but Carisa has stated that she stopped counting her age after she hit 20.

After Nameless was disbanded, Carisa traveled to numerous nations with a variety of goods in hopes of striking it rich as a merchant. Carisa believes that her place is wherever a transaction is going down, so she has never considered settling down or getting married.



"God is a patron, a source of money."







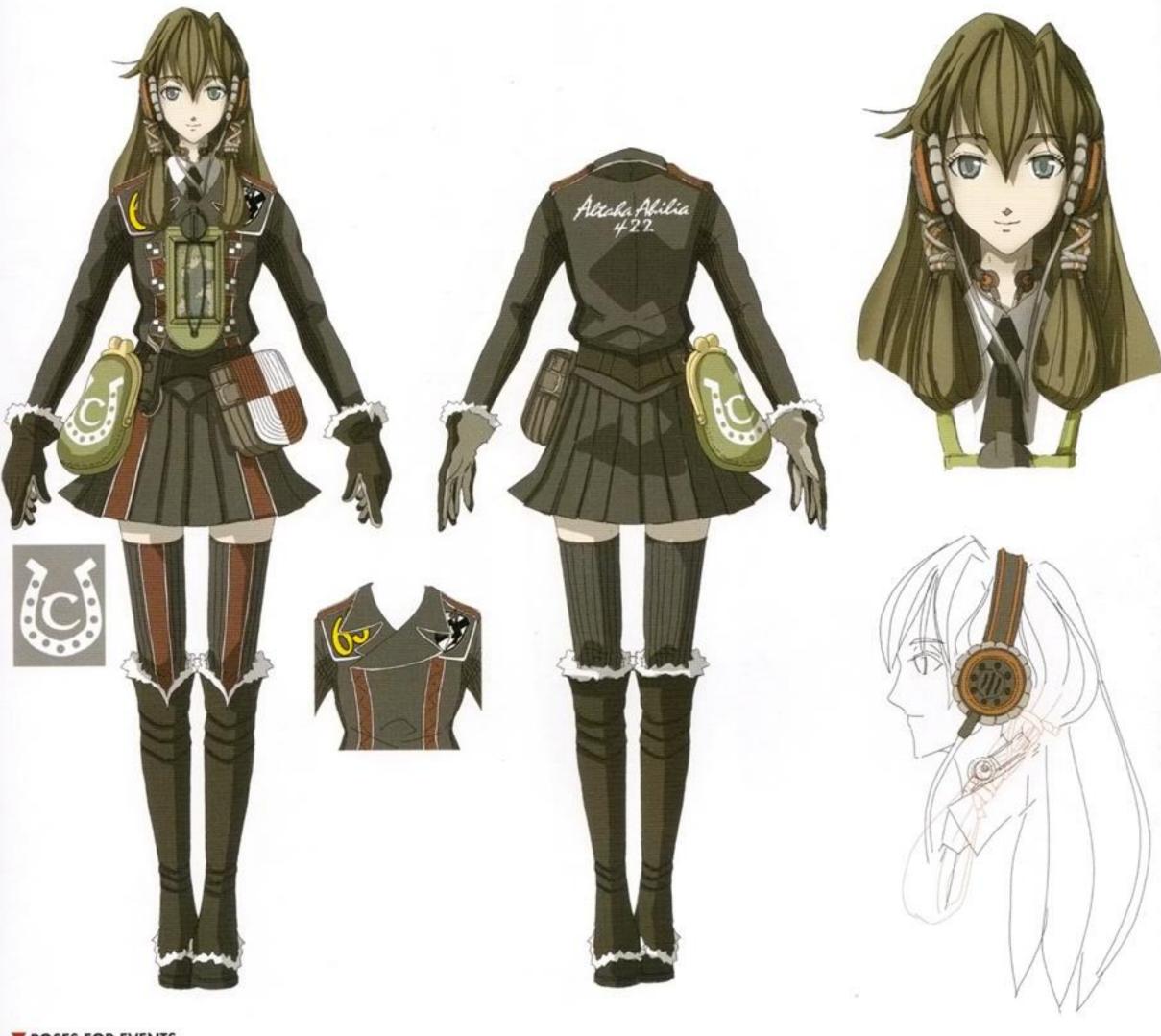










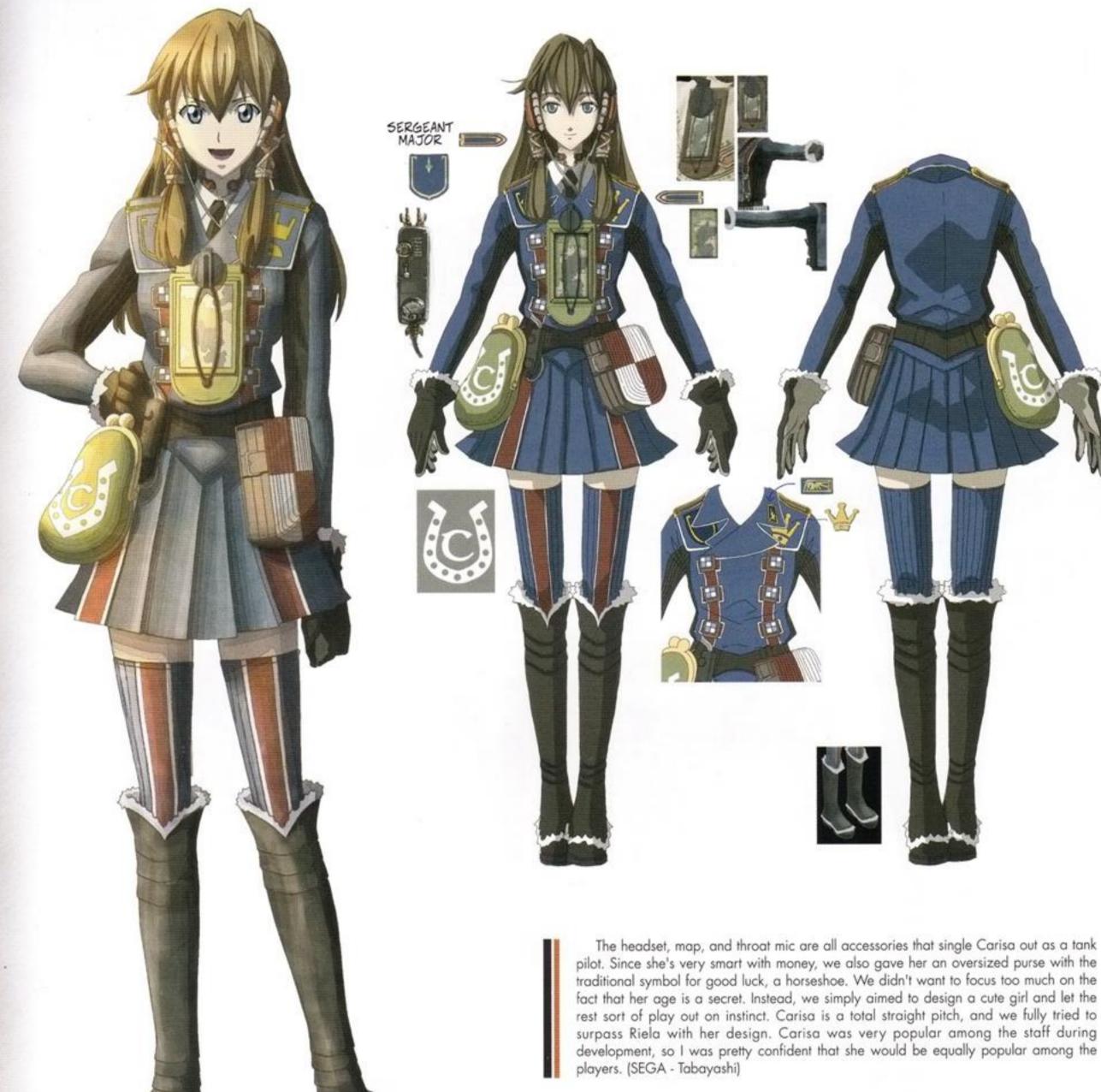


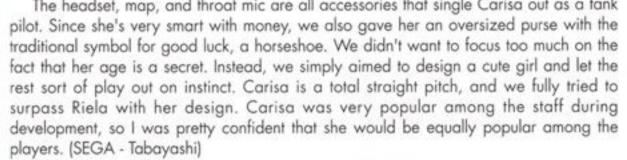
### **V** POSES FOR EVENTS



### CHARACTER CREATION ANECDOTE

Carisa was brought into existence pretty early on as a dependable girl who watches the store, and she was eventually tweaked to have a sharp tongue, and finally became the replacement tank pilot who fills Gusurg's shoes after he leaves. We wanted to add a younger female character to make sure we had a healthy variety of ages within Nameless, but Motoyama seemed to have a problem with having a little girl piloting the tank. We were finally able to convince Motoyama by making Carisa a veteran who merely looks young, and having her come around to sell weapons via her personal armored vehicle. (SEGA - Ozawa)















## Antonio José Rodriguez

アントニオ・ホセ・ロドリゲス

Character Voice: Yukimasa Kishino

GENDER: Male AGE: 48 HEIGHT: 185cm RACE: Gallian

# A DRILL INSTRUCTOR FROM HELL WHO BEATS NAMELESS INTO SHAPE ON THE TRAINING GROUNDS

Antonio has not exactly racked up a list of achievements on the battlefield, but he instead found his true calling on the training grounds and has earned a solid reputation as an instructor. Though he never technically expected to be assigned to the field, Antonio was enraged when he was nearly discharged from the Gallian Army out of suspicion after Gusurg switched sides. He resolved to live long enough to get retribution, and decided that he would live or die with Nameless.

After Nameless was disbanded, Carisa introduced Antonio to a weapons merchant in a foreign nation, with whom Antonio got a steady job as a product inspector. As a side note, there is a man named Calvaro Rodriguez who trained Squad 7 from the first game, then went on to work as the drill instructor at the prestigious Lanseal Royal Military Academy. Though Calvaro and Antonio are rumored to look similar in appearance and obviously share the same last name, it is unclear whether or not the two are actually related.





**ANTONIO DESIGN** 



### CHARACTER CREATION ANECDOTE

Let me be clear that this is not the same drill instructor we had in the previous two games. However, we plan to make all of our drill instructors a "Rodriguez". (laughs) (SEGA - Ozawa)

I think the number 100 on his shoulder is enough to let everyone know that he's not your average Nameless. (laughs) (SEGA - Motoyama)



## Carl Eisler

カール・アイスラー

Character Voice: Hirohiko Kakegawa

GENDER: Male AGE: 42 HEIGHT: 180cm RACE: Gallian

# A POISONOUS SNAKE WHO USES HIS TACTICAL EXPERTISE TO PROTECT BOTH HIMSELF AND HIS POSITION WITHIN GALLIA'S MILITARY

Eisler was a well-respected commissioned officer who graduated from Gallia's military academy with honors.

Eisler has a somewhat theatrical manner of speech and maintains an air of gentility, but is actually a terribly paranoid tactician. Anytime he thinks someone poses a threat to his position, he will cook up a clever plan to eliminate the perceived threat. He is constantly viewing others with suspicion, has never truly trusted anyone, and hasn't expressed a romantic interest in women.

Eisler has always been terribly disappointed with the Gallian Army's inferior combat skills and tactical prowess. It was his opinion that he was the only one truly capable of saving Gallia from the Empire. Through genuine effort, Eisler clawed his way up the ranks of the Gallian military and made it all the way to the rank of major general. Unfortunately, his intense desire to save his homeland from utter destruction eventually persuaded him that the only way to save Gallia was by betraying it.

Eisler secretly began corresponding with Borgia, a Yggdist cardinal. The deal they eventually agreed upon was for Eisler to do whatever he could to extend the war between Gallia and the Empire; in exchange, Borgia would use his connections and resources to help Eisler rise through the military ranks even more. Eisler's main objective was to have the entire Gallian Army nestled within the palm of his hand so that he could use it in ways that he believed were in the best interests of his homeland. Eisler's plans were proceeding quite smoothly until a promising new officer he had his eye on accidentally saw one of the letters sent to him from Borgia. Though the officer did not actually see the contents of the letter, Eisler's paranoia convinced him that this officer was a threat to his plans. Of course, the unfortunate young officer was Kurt, and he was immediately framed for treason and transferred to Nameless. Eisler hid the fact that it was he who got Kurt transferred to Nameless, and in fact started assigning the most dangerous missions to Nameless in order to both extend the war and get Kurt killed.

When it became clear that Kurt was growing suspicious of his superiors, Eisler saw no choice but to label the Nameless as rebels and have them hunted as such. Eisler also made plans for Riela's murder, as her existence was inconvenient for Borgia. As his obsession with Nameless grew, Eisler lost sight of the forest for the trees and, through an uncharacteristic slip-up, allowed Crowe to get ahold of evidence proving his connection to Borgia. This one mistake sealed Eisler's downfall.



















### **V** POSES FOR EVENTS



### CHARACTER CREATION ANECDOTE

Eisler is "the villain" for the first half of the story, until Borgia rears his evil head. He was the kind of guy who would do whatever it takes to achieve his goals, but he did really care about Gallia. I was a bit disappointed that we couldn't provide an opportunity for Kurt to take a direct shot at Eisler. (laughs) (SEGA - Ozawa)

In the previous games, we had quite a few superior officers who were mostly idiots. Eisler was designed to be a noble who is comfortable with combat and also a capable commander. He's a stylish and serious military man. (SEGA - Tabayashi)



Ramsey Crowe

ラムゼイ・クロウ

GENDER: Male AGE: 34 HEIGHT: 191cm RACE: Gallian

> "If you're going to assign someone to watch me, at least make it a woman, would ya?"

## A DISENCHANTED OFFICER WHO LOVES BOOZE AND WOMEN

Ramsey was born to one of Gallia's near-forgotten noble households. He earned his place in the Gallian Army, but he didn't expect or desire any promotions and had already lost any passion he might have previously had for life. Ramsey was content to lead Nameless, a group he saw as the army's conveniently disposable pawns. He has absolutely no love for Gallia's military left in him, and rumors whispered in dark corners paint him as a useless sort who leaves all of the hard work to his subordinates while he fills his days with booze and women. Ramsey could not care less about what others think of him, though, and seems to be enjoying his life for what it is.

Ramsey's only true loves in life are liquor and women. He's a heavy drinker – to put it mildly – and will go on benders whenever something spoils his mood, which have ended in rowdy brawls more often than not. Ramsey is not particularly discriminating when it comes to women, and will attempt to seduce any female that walks into his blurry field of vision. Shameless and confident, he's been known to start a conversation with, "You free tonight?" This approach seems to work surprisingly well for Ramsey, though, as he's never had trouble finding a new lady friend.

Most interestingly, the whole "lazy, useless Crowe" bit appears to be a ruse, as it is said that very few individuals have a clearer and better understanding of Gallia's tactical position and political situation than Ramsey. As a result, Ramsey has repeatedly sent Nameless into battle at precisely the right moment, changing the tide of an entire conflict on more than one occasion. On the surface, however, it always appears as though Ramsey simply gave reckless commands to his troops for no reason other than the fact that he was too lazy to actually look out onto the battlefield. For this reason, Ramsey's military reputation has never officially improved, but the cleverer of his superiors know to keep an eye on this cunning fox.

Though Eisler had proven himself to be a capable officer and a brilliant tactician, Ramsey never trusted him entirely. He played his role as Eisler's subordinate, however, and always accepted the ridiculously risky missions he was handed. Ramsey would never openly admit it, but he eventually came to admire and respect Kurt and the rest of the Nameless as he watched them grow and evolve on the battlefield.

When Nameless was declared a rebel faction following Gusurg's betrayal, Ramsey played a critical role by securing solid evidence regarding Eisler's schemes. Ramsey brought the incriminating evidence to light and forced Eisler to reveal his treachery.

After the cease-fire was called between Gallia and the Empire, Kurt revealed his plan to infiltrate imperial territory in order to go after Dahau. In his own way, Ramsey displayed the greatest level of respect possible toward Kurt by fixing it so that everyone thought that Nameless had perished in battle, before sending Kurt off with a smirk and a friendly comment about how he would hate to have Kurt as an enemy.





# Poses and Poses

























### CHARACTER CREATION ANECDOTE

Since he's in charge of a unit like Nameless, we felt it would make the characters' situation seem more hopeless if we had a nonchalant guy leading the way with a "whatever" attitude instead of a traditional military officer. (SEGA - Motoyama)

It takes a guy who has left elite, stereotypical society behind to maintain a group like Nameless. We aimed for a design that made him look like a hardcore leader of hoodlums. (SEGA - Ozawa)

Character Voice:

Atsuko Tanaka



### Eleanor Varrot

エレノア・バーロット

**GENDER:** Female AGE: 35

HEIGHT: 172cm RACE: Gallian

### A TRAGIC WOMAN WHO CLIMBED UP THE MILITARY LADDER IN HOPES OF AVENGING HER LOVER

Varrot was a veteran soldier in charge of the militia's 3rd Regiment. She proved herself to be highly effective in battle and earned the rare honor of being a female officer within Gallia's military forces. Even after the First Europan War was over, Varrot stayed with the military for the sole purpose of exacting revenge for her lover's death during the war. Through hard work and sheer force of will, Varrot eventually earned the rank of captain. Largo was a former comrade of Varrot's from her days in the First Europan War. They worked exceptionally well together, and one legend tells of them taking down five enemy tanks between the two of them, a feat for which they were awarded medals. Since Largo left the military scene for a while after the First Europan War, Varrot came to outrank him, but their mutual respect and trust never changed.

Varrot was plagued by her obsession with revenge for a very long time, but through Largo's patient help and support,

she was eventually able to move on.













"Times have changed. So have the military and war itself..."





### Welkin Gunther

ウェルキン・ギュンター

AGE: 22

RACE: Gallian

### AN EASYGOING NATURE LOVER WITH THE BLOOD OF A HERO RUNNING THROUGH HIS VEINS

Welkin is the son of General Belgen Gunther, a legendary man who earned the title of "hero" during the First Europan War. After joining the Gallian Militia, Welkin was placed in charge of the 3rd Regiment's Squad 7. Welkin is kind, gentle, intelligent, and likable. In university, he studied biological sociology, and spent most of his time studiously researching animals and insects.

He may seem like a pretty carefree guy, but Welkin learned from his biological sociology studies that violence and conflict are innate traits found in every living creature. As such, whenever his comrades started

bickering with one another, he just let them get it out of their systems instead of intervening. Welkin was a brilliant and talented leader who guided his squad safely through the dangers of the battlefield.

Once his duty in the Second Europan War was done, Welkin retired from the militia in order to lead a quiet life with Alicia. Alicia was a fellow soldier in Squad 7, and the flower of love managed to blossom between the two young soldiers even amid the chaos and devastation of war. They were wed soon after the war's conclusion and settled in southern Gallia, where Welkin found a job teaching at a school. On his days off, Welkin and Alicia go out together to study flowers and insects. The two eventually had a daughter together, whom they named Isara in honor of the sister Welkin lost during the war.

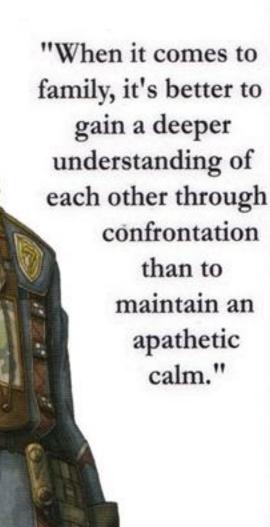






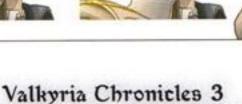






Character Voice:

Susumu Chiba



COMPLETE ARTWORKS



# Alicia Melchiott

アリシア・メルキオット

GENDER: Female

AGE: 19

HEIGHT: 159cm RACE: Gallian (Valkyria)

### A CHEERFUL AND PLEASANT GIRL WHO WORKS HARD AS SQUAD 7'S EMOTIONAL PILLAR WHILE DREAMING ABOUT RUNNING HER OWN BAKERY

Alicia was raised in Bruhl's orphanage, and dreamed of running her own bakery one day. Assigned to Squad 7 as a sergeant under Welkin's command, Alicia stepped onto the battlefield without realizing that she was a Valkyria.

Alicia learned how to get along with others during her days at the orphanage, but this friendly trait turned against her as it fostered within her a habit of hiding her true feelings in order to avoid confrontation. As she spent more and more time helping Welkin with the squad and acting as its central emotional core, Alicia

learned how wonderful it was to have a group of people she could genuinely call a "family", with whom she never had to hold back.

After retiring from military service, Alicia passed the national meister exam and earned her official license as a bread meister. She married Welkin, and Alicia now spends most of her time raising their daughter Isara. Welkin and Alicia decided to keep her Valkyrian heritage a secret from the general public.





Character Voice: Marina Inoue

Character Voice:

Hoko Kuwashima





# Isara Gunther

イサラ・ギュンター

GENDER: Female AGE: 16

RACE: Darcsen

### A DARCSEN GIRL WHO STOOD ALONGSIDE HER BROTHER IN THEIR FIGHT AGAINST FATE

Isara's father was Theimer, a brilliant engineer who achieved many amazing feats during his lifetime. After he died, his best friend Belgen Gunther adopted Theimer's daughter, Isara. Belgen's family did not discriminate against Isara for being a Darcsen, and she grew to think of Welkin as a real brother. Isara became Squad 7's tank pilot so that she could remain close to her brother during the war.

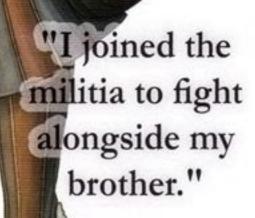
Isara is a kind and agreeable girl, but also has a stubborn side that gives her the strength to stand up for what she believes in. She surprised everyone in Squad 7 when she stood her ground in her debates with Rosie over

Rosie's prejudices regarding Darcsens. Like her father, Isara is a highly gifted engineer and was able to point out very specific things about Imca's weapon Vár that could be upgraded. Isara spent all of her free time developing an airplane and had big dreams about flying through the sky, but these dreams were tragically cut short when she became a casualty of the Second Europan War on August 23rd, 1935. Imca was grateful for everything Isara did for her and was waiting for the right opportunity to properly thank her, but sadly that opportunity would never arise.





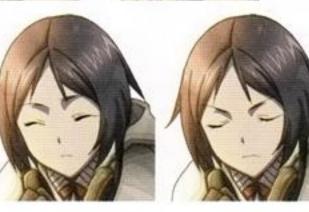












Character Voice:

Hisao Egawa



# Largo Potter

ラルゴ・ポッテル

GENDER: Male

AGE: 36

HEIGHT: 185cm RACE: Gallian

A VETERAN SOLDIER AND HOPELESS VEGETABLE LOVER WHO ENTHUSIASTICALLY POINTS THE WAY FOR HIS YOUNGER COMRADES

Largo is a skilled veteran soldier and a member of Squad 7. He was an active soldier in the militia during the First Europan War, and followed up his achievements there by supporting officers on the front lines as a reliable soldier during the Second Europan War. Largo was presented with numerous opportunities for promotion through the ranks but he rejected all of them, happily residing at the rank of sergeant, which allowed him to stay on the front lines. Within Squad 7, Largo was the dependable big brother who helped to guide the youthful Welkin.

Largo is an avid vegetable farmer who sincerely believes that 80% of the human body is made of vegetables. He even built an unauthorized vegetable field within the walls of the military base.

Largo fought alongside Eleanor in the First Europan War, and though the two initially regarded each other with a certain amount of hostility, they ended up forging a powerful friendship in the heat of war. It was Largo who eventually freed Eleanor from her obsession with vengeance for her lover's death. After the Second Europan War, Largo finally proposed to Eleanor.



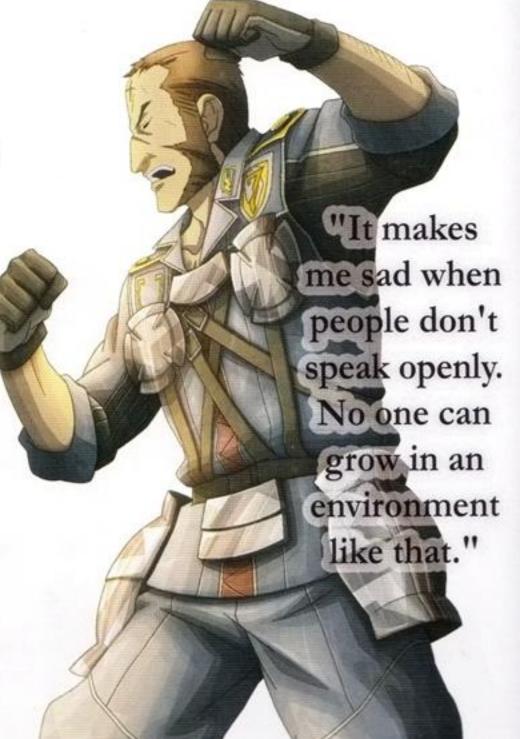














# Rosie [Brigitte Stark]

ロージー(ブリジット・シュターク)

Character Voice: Megumi Toyoguchi

GENDER: Female AGE: 27

RACE: Gallian

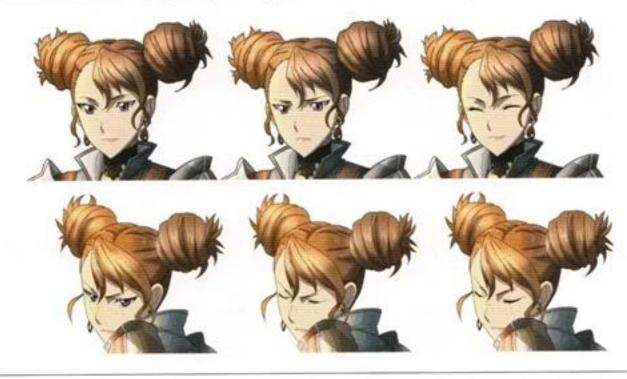
### A WARRIOR SONGSTRESS WHO CARRIES A PASSIONATE HATRED FOR DARCSENS

Rosie is a super-intense member of Squad 7, often accused of being hot-blooded and straightforward. Before enlisting, Rosie worked as a bar singer, and "Rosie" is actually her stage name.

Rosie grew up in a region with a relatively high Darcsen population, but her family became collateral damage during one of the Empire's Darcsen Hunts, and Rosie ended up blaming the Darcsens for this terrible loss. When Rosie later met a particular Darcsen girl named Isara, she argued fiercely with her about her prejudice, but fought even more

fiercely alongside her on the battlefield. Gradually, Isara was able to persuade Rosie to re-examine her misplaced anger toward Darcsens. Then, when Isara's life was tragically cut short on the battlefield, Rosie felt a true and deep sorrow over the loss of her friend, and was finally able to let go of all of her prejudice.

After the Gallian Campaign, Rosie returned to her life as a songstress. She sang for those who had been taken by the war, and eventually became a big star whose name echoed all across Europa.



"I'd rather die than be underestimated by a Darcsen!"



# Edy Nelson

イーディ・ネルソン

GENDER: Female

HEIGHT: 157cm

AGE: 17 RACE: Gallian

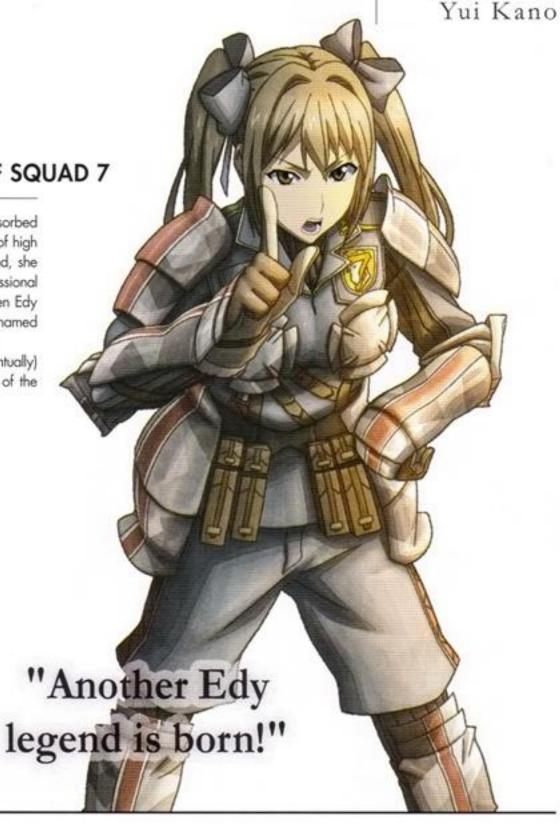
### AN EGOCENTRIC GIRL WHO IS THE SELF-PROCLAIMED IDOL OF SQUAD 7

Edy has been the center of attention ever since she was a little girl, which caused her to grow into a self-absorbed and often demanding individual with delusions of being a pop idol. Edy speaks with the distinct speech pattern of high nobility, though she is not a noble by birth. Believing herself to be the biggest and most deserving star around, she very quickly becomes upset if someone else is receiving more attention than she. Edy considers Rosie a professional rival due to the latter girl's history as a singer, but these feelings of rivalry are not even remotely mutual. When Edy and a few other members of Squad 7 were separated from the main group during a mission, Edy quickly named "her" splinter group the "Edy Detachment" and used her natural resourcefulness to valiantly lead them to victory.

After the Gallian Campaign, Edy attempted to make a name for herself as a singer and dancer. She (eventually) realized that she is tone-deaf and decided to settle for being an actress. Her goal is to become "a celebrity of the

people", and she works hard every day to achieve that goal.





Character Voice:

Character Voice:

Umeka Shoji



# Homer Peron

ホーマー・ピエローニ

GENDER: Male AGE: 15

HEIGHT: 160cm RACE: Gallian

### A FRAIL, LONG-SUFFERING BOY AND LEILA'S YOUNGER BROTHER

Homer is an unusually frail soldier assigned to Squad 7. He has the warmth and gentleness of an angel, and is a very sensitive young man. Homer was born physically weaker than the average boy, so no one expected him to take on the role of a soldier, but he discovered that he possesses a unique trait: he tends to feel a distinct kind of pleasure whenever he is subjected to suffering of some kind. This led him to seek out a position in the militia, where he was certain to come face to face with all kinds of suffering. It is thought that this personality quirk was developed through Homer's interactions with his somewhat sadistic sister Leila. Homer willingly joined the "Edy Detachment" because there is nothing more enjoyable to him than being yelled at and humiliated by Edy.

After the Gallian Campaign, Homer decided to stay in the militia despite opposition from his family and friends. He is always smiling even in the most dire of circumstances, and those who are not aware of his unusual personality have come to view him as a fearless hero.



"\*chuckle\* A battle that promises death, despair, and pleasure is about to begin."

Character Voice:

Rie Tozuka

Character Voice:

Keiji Hirai



# Susie Evans

スージー・エヴァンス

GENDER: Female AGE: 19

HEIGHT: 158cm RACE: Gallian

### A BONA FIDE NOBLE WHO FIGHTS TO DEFEND THE WEAK AND HER FAMILY NAME

Susie was born to a rich family in a remote region of Gallia. She is a pacifist at heart and loathes the very idea of war, but she willingly joined the militia in hopes of quickly ending the war with as few casualties as possible, and also to maintain her family's good name.

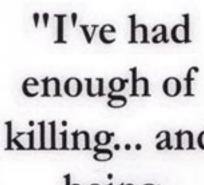
Susie led a very sheltered life before joining the militia, and it shows. She has a calm and gentle personality, is ignorant of social affairs, and also very generous with her money since she basically thinks it grows on trees. Despite the fact that she chose to join the militia, she still dislikes violence and it pains her to see people getting hurt on the battlefield.

After the Gallian Campaign, Susie ignored her family's opposition and used all of her money to build a support center for war victims. She now spends every day of her life assisting the war relief effort, and prays that the tragedy of war will never be repeated again.



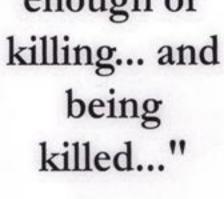














# Jann Walker

ヤン・ウォーカー

GENDER: Male

AGE: 27

RACE: Gallian

### A YOUNG MAN WHOSE FEMININE HEART **BURNS WITH A PASSION FOR MUSCLES**

Jann is a tall man who possesses a strong, muscular body. Based on his external appearance, most are surprised to find that Jann has a very delicate and feminine personality. He's very good at taking care of others, and worked as a babysitter before joining the militia.

Jann appreciates beautifully sculpted, muscular bodies above all else, and is instantly enthralled by men with well-defined muscles. As would be expected, Jann took an immediate interest in Largo upon joining Squad 7, and constantly presented him with treats and packed lunches. Largo simply thought that Jann was a friendly and thoughtful guy, and never did figure out how Jann truly felt.

After the Gallian Campaign, Jann returned to his hometown and set up a daycare center. He spends his days running around in an apron, tending to and sometimes protecting the children under his care. The kids love him and have taken to calling him "JannJann".









"This is the epitome of muscle!"



111



# Marina Wulfstan

マリーナ・ウルフスタン

GENDER: Female AGE: 24

HEIGHT: 165cm RACE: Gallian

### A SKILLED HUNTER WHO NEVER LETS HER PREY ESCAPE

Marina is a beautiful hunter belonging to Squad 7 who always prefers to be alone. As the daughter of a hunter, Marina was trained in the art of hunting by her father ever since she was old enough to track an animal. As long as no one gets in her way or distracts her, very few people can outperform Marina with a firearm. For this reason and in order to always perform at her best, Marina prefers to be away from anyone and anything that might detract from her hunting. Marina proved her worth on the battlefield on more than one occasion.

After the Gallian Campaign, Marina became a hunter just like her father. She earned a stellar reputation as a hunter who never lets her prey escape. Marina does have a soft spot for small animals, however, and whenever she comes across an injured animal, she will take it home and nurse it back to health.





Character Voice:



# Lynn

リィン

**GENDER:** Female AGE: 20

HEIGHT: 160cm RACE: Darcsen

### A STRONG-WILLED WOMAN WHO STEPPED ONTO THE BATTLEFIELD IN ORDER TO HELP HER LOVER

Lynn is a Darcsen woman who had been spending her days hiding from the Empire, but joined the militia in order to support her lover Karl on the battlefield.

Lynn had never even touched a gun prior to joining the militia, but Karl always saw great potential in her and no one could deny the impressive speed with which she took to various weapons. Lynn doesn't like being alone and is generally modest, however she has a deep inner strength. After the Gallian Campaign, Lynn and Karl got married and returned to their hometown of Fouzen. After giving birth to a child, Lynn began interacting with non-Darcsen people more openly, and has become active in the effort to eliminate people's prejudices about Darcsens.



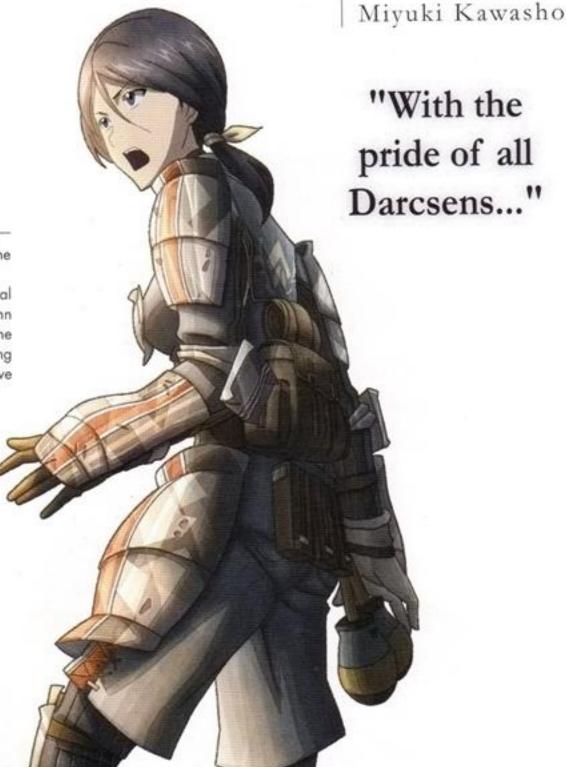












Valkyria Chronicles 3 COMPLETE ARTWORKS

"Nice!

I'm in big



Vyse Inglebard

ヴァイス・イングルバード

Character Voice: Keisuke Komoto

GENDER: Male / AGE: 17

A YOUNG MAN WHO GETS EXCITED WHEN FACED WITH DIFFICULT SITUATIONS

Vyse is a member of Squad 7. He has traveled all over the world with Aika in search of adventure. Rumor has it that Vyse and Aika came to Gallia from a faraway land. Vyse is always seeking the unknown, and will not stop yammering once he starts talking about the sky. The half-goggle that he wears over his right eye is his trademark accessory. Vyse is skilled with both firearms and swords.













# Hika Thompson

アイカ・トンプソン

Character Voice: Mai Todo

GENDER: Female / AGE: 17

A TENACIOUS YOUNG WOMAN WHO HAS BEEN FRIENDS WITH VYSE SINCE CHILDHOOD

Aika is a member of Squad 7 who came to Gallia with Vyse. She is straightforward and lively, to say the least. Despite all of her strengths and various positive qualities, Aika is terrified of ghosts and cockroaches. Though most people find her tomboyish braids quite charming, few know how beautiful and feminine she actually looks when she lets her hair down.











# Fina Sellers

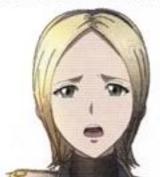
ファイナ・セラーズ

Character Voice: Chigusa Ikeda

GENDER: Female / AGE: 17

### ONE OF A SET OF TRIPLETS, ALL OF WHOM ARE MEDICS

Fina is one of Squad 7's medics and is devoted to healing her patients completely – mind, body, and soul. Her kind heart and solid work ethic have made her equally popular with men and women. Fina is a quiet girl, though it is said that she used to be even quieter. She can usually be found hanging out with Vyse and Aika. She may seem rather delicate, but Fina has the agility and endurance necessary to run across a dangerous battlefield and aid those in need. Those who know her best say she's been through more than her fair share of battles.







"Vyse! I'm on my way!"





# Baldren Gassenarl

バルドレン・ガッセナール

GENDER: Male AGE: 24

HEIGHT: 186cm RACE: Gallian

### A PATRIOT WHO GRIEVES OVER THE STATE OF HIS COUNTRY AND HOPES TO RESHAPE ITS FUTURE

Baldren is the son of Count Gilbert Gassenarl, and currently leads the 1st Battalion of the Gallian Army's northern attack force. A gifted military man, Baldren is proficient in every military branch and stirs his men to action by standing fearlessly on the front lines. Politically minded and guided by his own ideals, Baldren is concerned about Gallia's future because he believes that the higher echelons of his country's government and military are rotten to the core, while the nobles are lazy cowards. Baldren has long been waiting in the wings for the chance to restructure his homeland. He and his sister Audrey have a dark scheme to establish a new Gallia with the Gassenarl as its rulers. To this end, however, troubling rumors have recently surfaced that Baldren has been secretly masterminding his own dark scheme "for Gallia's sake" - and one can only wonder what form

such a dark scheme might take. Apart from his own ambitions, Baldren also possesses a burning hatred for Darcsens, believing that Gallians have "pure blood" flowing through their veins and that Darcsens need to be purged from the continent.

After the Gallian Campaign, Princess Cordelia revealed that she and her entire family were in fact Darcsens. Outraged by what they considered to be a massive betrayal, Baldren and his family founded the Gallian Revolutionary Army. It is Baldren's hope that the civil war will purify Gallia and allow the country to be reborn under the rule of a pure-blooded Gallian such as himself.

















# Hudrey Gassenarl

オドレイ・ガッセナール

Character Voice: Ayako Kawasumi

Character Voice:

Hikaru Midorikawa

"This

country must

be reborn.

There is no

other way."

**GENDER:** Female AGE: 23

HEIGHT: 170cm RACE: Gallian

### A REALIST CONSUMED BY HER FAITH IN THE VALKYRUR

Audrey is daughter to Count Gilbert Gassenarl and sister to Baldren Gassenarl. She supports her brother as his second-in-command of the Gallian Army's 1st Battalion. Audrey is a devout Yggdist and places all of her faith in the power of the Valkyrur.

In contrast to her hot-blooded and idealistic brother, Audrey is a realist who tends to take a calm and calculated approach to all situations. Audrey has demonstrated an uncanny talent for both military and political pursuits, and she has come to be known and feared by the nickname "Battle Maiden of the Iron

Horse". Sharing her brother's concerns for Gallia's future, she was instrumental in advancing Baldren's plans for a restructuring of the country.

Audrey had been one of the Randgriz family's most loyal subjects for her entire life, believing that they were descendants of the ancient Valkyrur. When Cordelia revealed that the Randgriz family was actually of Darcsen heritage, Audrey joined her family in their rebellion and swore to fight for a new Gallia that wouldn't be built upon lies.

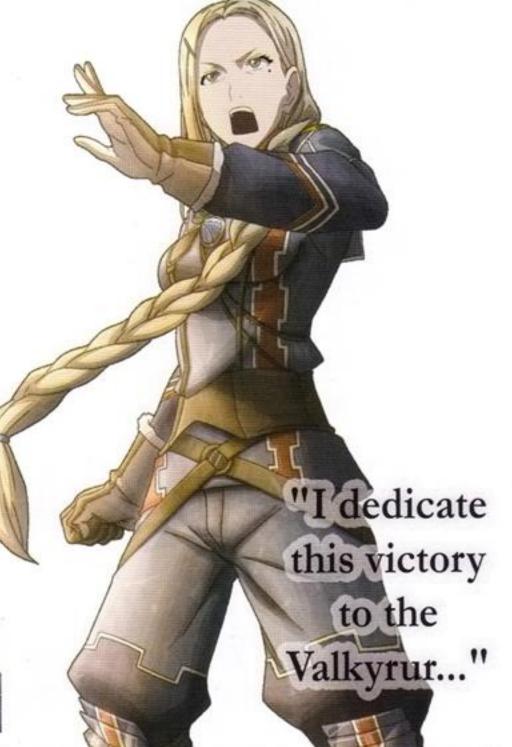












Character Voice:

Soichiro Hoshi



# Leon Hardins

レオン・ハーデンス

GENDER: Male

HEIGHT: 185cm RACE: Gallian

AGE: 19

### A YOUNG MAN WITH GREAT POTENTIAL AND AVAN'S DEAR BROTHER

Leon is a sergeant who is a lancer in Squad 4 of the Gallian Militia's 3rd Regiment. He is Avan's older brother, and has earned his younger brother's undying respect over the years. Most people find Leon likable due to his reliable and fair personality. He has proven himself to be a valiant and skilled leader, so it's assumed by most that he will become a famous hero someday. After joining the militia, Leon had the chance to take a leadership position when his commanding officer deserted. Leon saw an opportunity to make good use of his experience leading the town patrol back in his hometown and served as a capable leader, but he was always his own harshest critic and constantly felt that he could do better.

By the end of the Gallian Campaign, Leon had earned the nickname "Gallia's Scarlet Lion" and was invited to attend the prestigious Lanseal Royal Military Academy. While on a "Special Mission" for the academy, however, Leon went missing and was officially recorded as being killed in action.















# Hubert Brixham

ユベール・ブリクサム

RACE: Gallian

AGE: 32

### A COOL-HEADED THINKER WHO WAS ONCE KNOWN AS GALLIA'S BEST SNIPER

Brixham was once Gallia's most elite sniper, having earned himself the nickname "Blue Death" during the Second Europan War. He is usually smiling by default, and can approach even the most dangerous situation with a level head. Brixham can seem like he doesn't care about much, but the truth is that he is curious about most things and likes taking care of others. Whenever he takes an interest in someone, Brixham will find out everything he can about them. He even visited a squadsman just to find out more about his background. During a battle at the Naggiar Plains, Brixham sustained an injury that considerably reduced his eyesight. This was obviously a devastating handicap for a sniper, and Brixham had no choice but to admit that his days on the field were over.

After the Gallian Campaign, Brixham was offered a teaching position at Lanseal Royal Military Academy since he was no longer able to serve in the field. A Lanseal graduate himself, Brixham now devotes his time to training the next generation of officer cadets.







Character Voice: Ryotaro Okiayu

"I suppose I am incapable of ignoring a troubled youth..."





# Avan Hardins

アバン・ハーデンス

GENDER: Male AGE: 15

HEIGHT: 170cm RACE: Gallian

### AN INCREDIBLY PASSIONATE YOUNG MAN WHO IS INTENT ON CATCHING UP TO HIS OLDER BROTHER

Avan grew up in Mellvere, a town in southern Gallia. He is full of life, and manages not to be held back by little things like common sense. When he gets worked up about something, Avan tends to charge forward without stopping to consider the consequences of his actions. Avan's father passed away from illness when he was still a little boy, so Avan's older brother Leon served as his central father figure instead. For as long as he can remember, Avan has admired and respected Leon, who stepped up to serve their hometown as the leader of the town guard. As soon as he was old enough, Avan joined the town guard himself and once repelled an imperial attack with the help of a group of people known only as "Nameless".

After the Gallian Campaign, Avan was still living in Mellvere when he received a letter informing him that his brother had died while attending Lanseal Royal Military Academy. Refusing to believe such a thing, Avan immediately enrolled at Lanseal himself in order to find out exactly what happened to his brother.







# Zeri

ゼリ

GENDER: Male AGE: 15

HEIGHT: 177cm RACE: Darcsen

### AN INTENSE YOUNG MAN WHO PLANS TO BECOME A HERO IN ORDER TO CHANGE SOCIETY'S VIEW OF DARCSENS

Zeri is a mature, young Darcsen living in Randgriz City. Growing up in the capital city as a Darcsen was never easy for Zeri, but the endless persecution and abuse he suffered taught him to remain calm at all times. Whenever Zeri was accused of theft merely because he was a Darcsen, Zeri would coolly stand his ground and discuss the flaws in the logic of the people accusing him until they had no choice but to admit they were mistaken.

Zeri believes that the quickest way to change the common Gallian's perception of Darcsens is to make them

acknowledge a Darcsen's true worth. To this end, Zeri has always worked harder than everyone else to improve himself, which forged him into a particularly competitive individual.

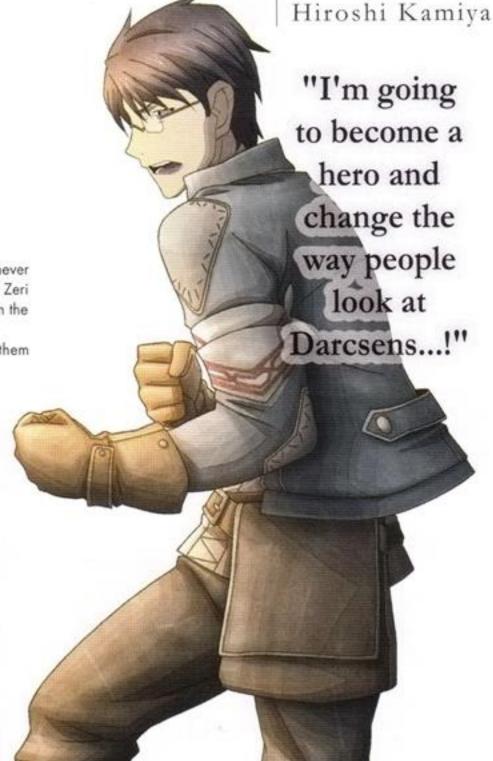
After the Gallian Campaign, Zeri's excellent academic achievements and physical aptitude got him into Lanseal Royal Military Academy. Zeri studies hard at the academy in hopes of becoming a great military hero, a feat he believes will change society's opinion











Character Voice:



Character Voice:

Eri Kitamura



# Cosette Coalhearth

コゼット・コールハース

**GENDER:** Female AGE: 15

HEIGHT: 158cm RACE: Gallian

### A YOUNG DOCTOR-IN-TRAINING WHO MAINTAINS A POSITIVE ATTITUDE DESPITE LOSING BOTH OF HER PARENTS

Cosette lived in the town of Yuell in southern Gallia until the Empire attacked the town and forced the residents to evacuate. Following that, Cosette devoted her time to healing the injured at their refugee camp, though she was struck with colorblindness as a result of the trauma she suffered when the imperials killed her parents right in front of her eyes. Shutting her loneliness and sorrow away deep within her heart, Cosette always made sure she kept a smile on her face to reassure those around her. Cosette is quite clumsy, but everyone considers that to be just another one of her many endearing traits because her genuinely

optimistic personality makes her very likable. During her time in the refugee camp, Cosette decided that she wanted to study to become a doctor, just like her father.

After the Gallian Campaign, Cosette continued her studies in medicine, but soon realized that she could not afford to attend medical school. Fortunately, she found out that enrolling at Lanseal Royal Military Academy would grant her medical training at no cost. It was at Lanseal that Cosette met Avan and Zeri, two people who would soon become very important to her.





"I've decided that I'm going to become a doctor in my father's stead."











# Juliana Everhart

ユリアナ・エーベルハルト

GENDER: Female AGE: 15

HEIGHT: 165cm RACE: Gallian

### A BEAUTIFUL YOUNG NOBLE WHO STAKES HER PRIDE ON BECOMING AN ELITE MILITARY OFFICER

Juliana is a noble by birth and received only the best education growing up. She enrolled in Lanseal Royal Military Academy with the intention of eventually standing at the top of Gallia's military forces. The combination of her hard work and natural talents soon saw Juliana guiding her schoolmates as a charismatic leader.

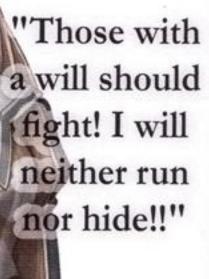
As a Lanseal student, Juliana got her first taste of real battle in an unexpected way. She and her squad ran into imperial troops out on the Naggiar Plains, and it was only with Leon's assistance that she was able to lead

her squad to victory. Leon and Juliana both acknowledged each other's abilities, and promised to meet up again in the near future under more pleasant circumstances. Sadly, neither of them could have anticipated the cruel twist of fate that would make such a reunion impossible.

After the Gallian Campaign, Juliana found herself acting as the chair for Class A, the class comprised of Lanseal's best and brightest. Aside from being a very capable leader, Juliana enjoys telling others what to do because she believes that such is her duty as a noble.







Character Voice:

Ryoko Shiraishi













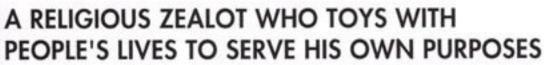


# Gennaro Borgia

ジェンナーロ・ボルジア

Character Voice: Hideyuki Tanaka

GENDER: Male AGE: 63 HEIGHT: 164cm RACE: Imperial



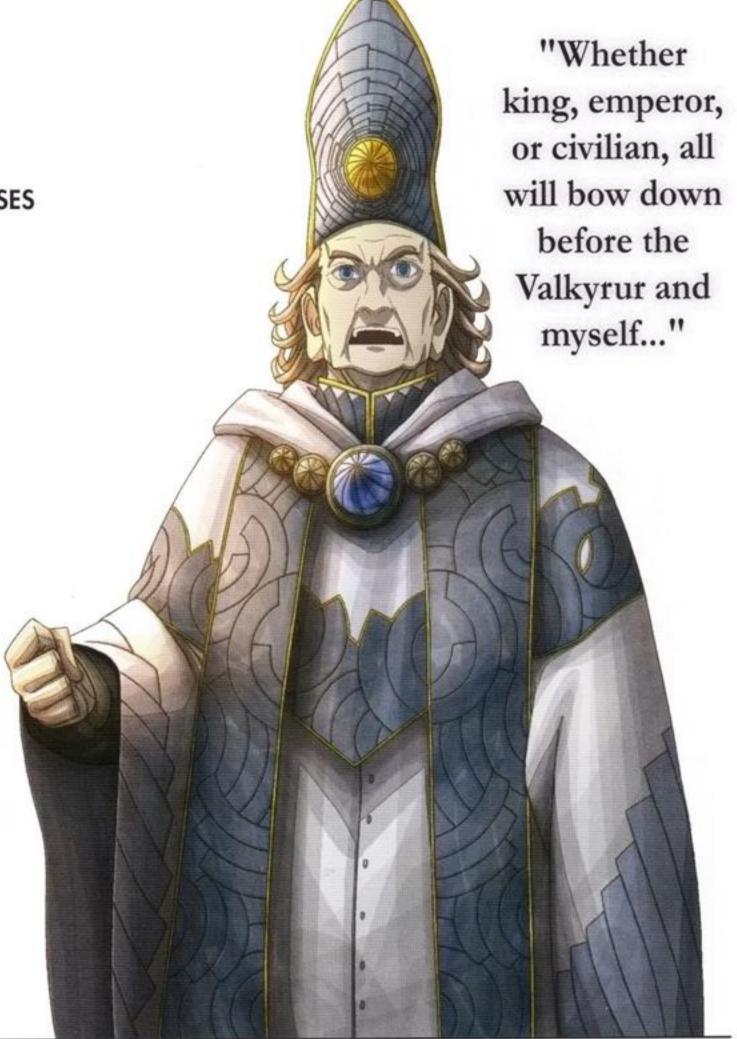
Borgia is a Yggdist cardinal and preaches the belief that the Valkyrur are the saviors of humanity. Shaken by the First Europan War and the chain of violence that followed, the people of Europa were desperate for a guiding light. Borgia preyed on this desperation and rapidly spread his area of influence over a relatively short period of time.

Borgia has convinced himself that true peace can only be achieved through the religious unification of the entire continent. As such, he believes it is his divine duty to stand as the shepherd of the Yggdist flock and control all of Europa with an authority far above that of the current governing bodies.

Borgia sincerely believes that he was divinely chosen, and therefore feels justified in making whatever sacrifices he deems necessary to achieve his objective. He has proven himself to be heartless and without remorse. Borgia reassures his followers by telling them that salvation awaits the souls of those who lost their lives to the war, all while secretly scheming to extend the war for as long as possible. Through dark alliances with both Eisler from Gallia and the Darcsen rights activist Dahau, Borgia was able to secretly manipulate Gallia's military movements and incorporate Dahau's Darcsen squad into the imperial army under the name "Calamity Raven".

Borgia's political senses are quite sharp, as is his ability to sniff out any skilled military official who might be capable of ending the war sooner rather than later. He was particularly wary of Maximilian for this very reason, and used his political influence to get Calamity Raven close to Maximilian in an effort to have him assassinated. Unfortunately for Borgia, the assassination never happened because Dahau's only desire was equality for Darcsens, and Dahau felt that Maximilian would make for a more valuable ally than Borgia in the future.

After one of the legendary Valkyrur revealed herself to the world, things became more complicated for Borgia when Crowe got Eisler dismissed from the Gallian military. Borgia's plans had been progressing smoothly up to this point, but they were now coming apart at the seams. Borgia ordered Dahau to detonate an explosive within Randgriz City in order to kill Eisler off, but Dahau refused. Having failed to silence Eisler, Borgia was forced to forfeit his position of religious authority. However, Borgia still had a secret Valkyrian weapon to fall back on and he attempted to use it to extend the war, but was stopped by Dahau and killed in the process. Though Borgia failed to realize his dream of a religiously united Europa, he was still considered a noble and righteous cardinal when he died because most of the general public remained unaware of what he had been doing behind the scenes.







**POSES FOR EVENTS** 



### CHARACTER CREATION ANECDOTE

We needed a "man behind the curtain" who would draw the Darcsen squad into the imperial fold in order to extend the war. The ideas included a weapons merchant and a cardinal, so we went with the latter and created Borgia. He also had a reason for wanting to eliminate Riela, so that worked out well for us. (SEGA - Ozawa)

Valkyria Chronicles 3
COMPLETE ARTWORKS

# Face and Costume Design Ideas



## Borgia Early Designs





# Dahau Design



# Poses and Facial Expressions for Events

































Dahau is a surprisingly appealing character for an enemy. Numerous designs were proposed for his armor, each depicted in great detail and divided into individual parts like armor components and capes. This is but a small selection of the various designs that were considered.

### W MILITARY UNIFORM DESIGN IDEAS



### **V** CAPE DESIGN IDEAS

### **▼** ARMOR PARTS DESIGN IDEAS

### ■ TORSO ARMOR







■ WAIST ARMOR











Although Dahau is a commanding officer, he will not hesitate to stand on the front lines himself, and this valiance boosts his troops' morale more than any inspirational speech ever could. Dahau's armor is heavily marred, a fact that serves as evidence of his courageous yet dangerous tactics. Several ideas were considered for his cape, an accessory that does a lot to define a man's charisma. The ragged cape that was chosen for his final design speaks volumes of his rich past as a warrior.



### DAHAU'S WIFE MIGA

Dahau's wife fought alongside him for Darcsen independence, and ended up dying for that very cause. As she passed away, Miga said to Dahau, "Let's build a Darcsen nation that will last a thousand years. Let's build a world where our children and their children will be able to live with smiles on their faces." Miga took center stage during Dahau's final moments, appearing before him as an apparition.







### DAHAU'S WEAPON

Dahau is an almighty presence on the battlefield and can masterfully wield any weapon. In battle, he does not take cover behind objects, instead opting to stand right out in the open and mercilessly fire at any approaching enemy with his heavy machine gun or Gatling gun. Even when an enemy tank is barreling straight toward him, Dahau will refuse to budge and instead pull out his trusty anti-tank lance.











# Lydia 升gthe リディア・アグーテ

Character Voice: Aya Hisakawa

A VILLAINESS WHO HATES HER FAMILY

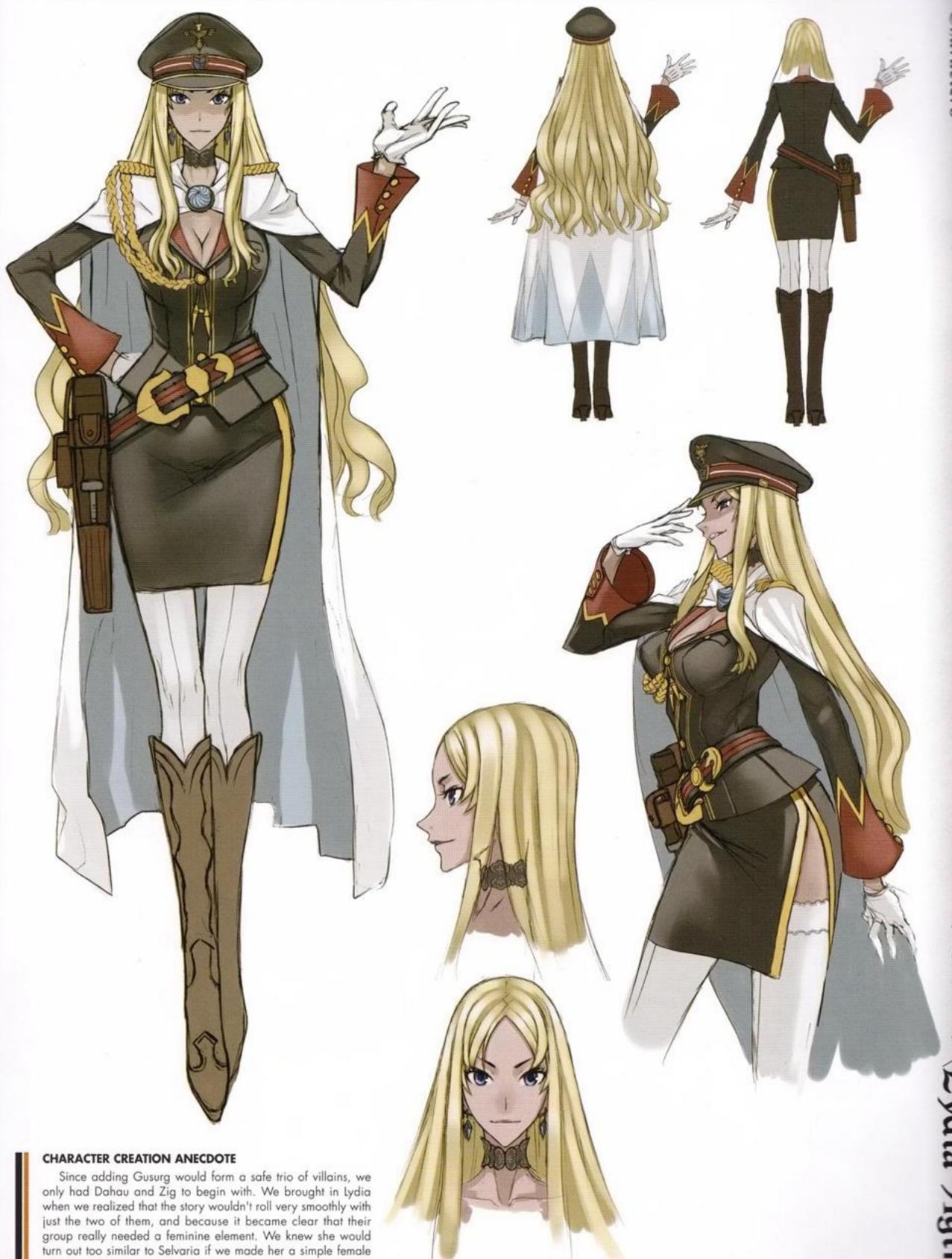
GENDER: Female

AGE: 22

HEIGHT: 172cm (+ 5cm with hat)

RACE: Imperial





officer, so we added a bit of color to her character by making

her Borgia's lapdog. (SEGA - Ozawa)



リディア・アグーテノ



### Military Uniform and Skin Tone Ideas





Zig ジグ

Character Voice: Miyu Irino

GENDER: Male AGE: 18 HEIGHT: 164cm RACE: Darcsen

### "I have a dream! I have an ideal that must be made reality: independence!"

### AN UNAFFECTED YOUNG DARCSEN WHO IDOLIZES DAHAU





talk about Darcsen ideals as if they were the purest in the

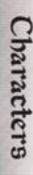
world, and mean every word of it. (SEGA - Ozawa)

been different. Facing Zig in battle was a rare

experience, as the sheer youthfulness of his actions

often surprised and worried me. (Honjou)

### Poses and Facial Expressions for Events







**▼ FACIAL EXPRESSIONS** 

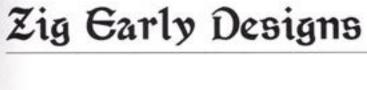








Zig made for a great loser in the game. You fully expect him to scream, "I'll get you for this!" as he runs away. (SEGA - Mikami)
Initially, Calamity Raven was comprised entirely of big, macho, scarred men (\*see explanation on page 228), so I'm glad we squeezed in at least one young guy. (laughs) (SEGA - Motoyama)







# Maximilian

マクシミリアン

GENDER: Male AGE: 29

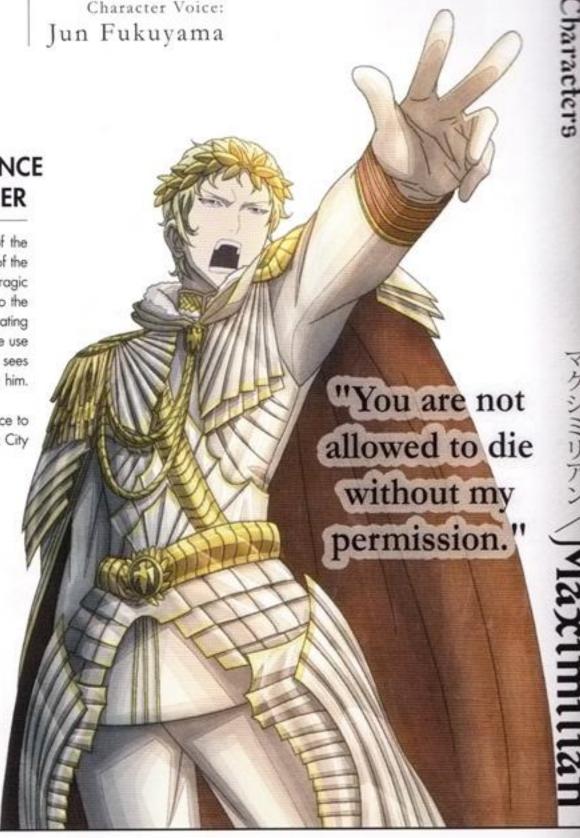
HEIGHT: 180cm RACE: Imperial

### A MERCILESS QUASI-CROWN PRINCE WHO SWORE VENGEANCE AGAINST THE EMPIRE IN THE NAME OF HIS DECEASED MOTHER

General Maximilian commands the Gallian front of the Empire's invasion army. He is the quasi-crown prince of the Empire, and has been hailed as a great hero for his superior political and military prowess. Being an illegitimate child of the current Emperor, Maximilian had to endure much abuse as a child and his mother was murdered out of spite. This tragic upbringing left Maximilian with a deeply rooted inability to trust others. Maximilian feels neither love for nor loyalty to the Empire, and in fact bitterly hates it. As a leader, Maximilian completely ignores things like social standing and rank, treating everyone equally and rewarding those who serve him well. It is because of this personal policy that he chose to make use of people like Jaeger and Selvaria, a wise decision that has afforded him many victories. Since Maximilian only sees people for the skills they possess, he does not notice or understand that Selvaria harbors a true and deep love for him. Maximilian recognizes Dahau's elite skills but has always felt suspicious of his obviously false displays of loyalty.

In order to avenge his mother and conquer the Empire, Maximilian attached Randgriz City's Valkyrian Holy Lance to the Marmota, his massive land-based battleship. Unfortunately for Maximilian, moving the Marmota out of Randgriz City in hopes of countering the Gallian Militia's attack was his undoing, and he was killed in battle against Squad 7.





Character Voice:

Jun Fukuyama



### Selvaria Bles

セルベリア・ブレス

GENDER: Female

HEIGHT: 175cm

AGE: 22

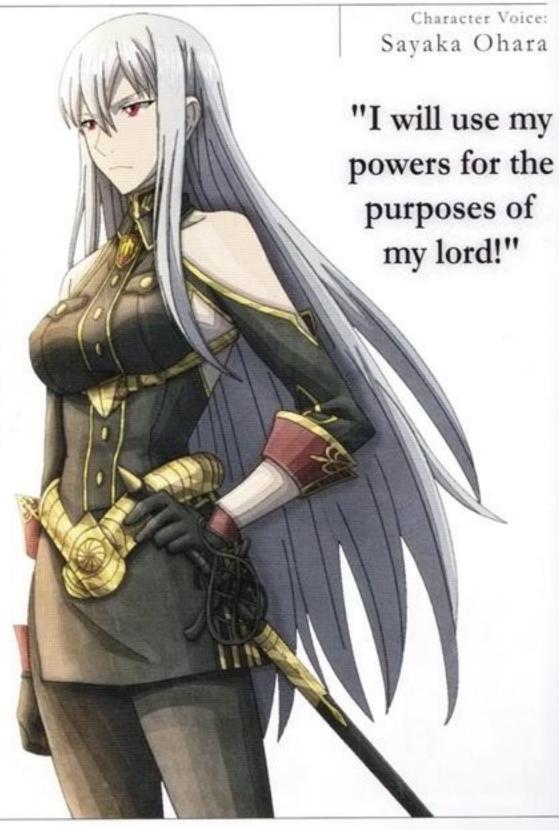
RACE: Imperial (Valkyria)

### A TRAGIC VALKYRIA WHO LIVES -- AND SACRIFICES --HER LIFE FOR AN UNREQUITED LOVE

Selvaria is a member of Quasi-Crown Prince Maximilian's "Drei Stern", an elite group of his most trusted officers. Selvaria is a Valkyria who grew up in eastern Europa, but she was captured during an imperial attack and subjected to cruel torture in the name of science. Maximilian was the one who rescued her from the inhumane experiments, and she has since followed his every command with a love verging on worship. Selvaria was responsible for the destruction of Imca's hometown, and she has since become Imca's number one target.

Selvaria unleashed her Valkyrian power in order to protect Maximilian when Nameless attacked Ghirlandaio Fortress. Though she seemed unstoppable, Selvaria was later defeated by Squad 7 and became a prisoner of the Gallian Militia. With all hope lost, Selvaria decided that her only option for remaining useful to Maximilian in her current situation was to invoke the Final Flame of the Valkyria and destroy the entire fortress, including the Gallian troops and herself.





Selvaria



# Radi Jaeger

ラディ・イェーガー

GENDER: Male AGE: 36

HEIGHT: 181cm RACE: Fhiraldian

# AN HONORABLE GENERAL OF A FALLEN KINGDOM WHO HAS EARNED THE TRUST AND RESPECT OF MANY

Jaeger is one of Maximilian's "Drei Stern" and is a famed officer who shows respect to all who deserve it, allies and enemies alike. Jaeger's success on the battlefield is rooted in his ability to calmly assess any situation.

Jaeger hails from a kingdom called Fhirald, which was destroyed by the Empire. True to his unique ways, Maximilian noted Jaeger's superior skills and invited the talented general to join his forces. Jaeger's military prowess is widely known, and he has a particular strength of spirit that has won the trust of his men. While he and Dahau do not mention it, it is clear that they have a silent but mutual respect for one another.

Jaeger had fought through many battles, hoping that he would one day have a chance to rebuild Fhirald. He was defeated at Vasel City by Squad 7 of the Gallian Militia but did not return to Maximilian. Instead, he simply walked away from it all and his current whereabouts are unknown.









# Berthold Gregor

ベルホルト・グレゴール

AGE: 51

RACE: Imperial

A BRILLIANT GENERAL WHO WORKS UNDER MAXIMILIAN AND DEVOTES EVERYTHING TO

THE CONTINUED PROSPERITY OF THE EMPIRE

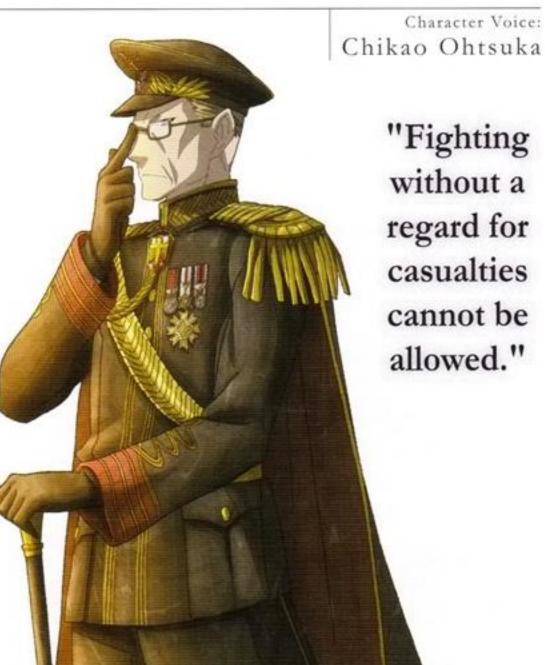
Gregor is a member of Maximilian's "Drei Stern" and comes from a noble household that has long and deep ties to the imperial family. Believing that the Empire is everything, Gregor has devoted his entire life to aiding the Empire's efforts to unite the continent. Gregor dislikes sneaky tactics that would mar the Empire's dignity, and instead prefers to simply crush enemies with sheer force to show the world that the Empire's strength is unparalleled. Like most imperials, Gregor does not have a very fond opinion of Darcsens, and doesn't care a bit about whatever Dahau says. Gregor likes to play chess as a hobby, and is one of the very few individuals who has ever offered Jaeger a good match.

Gregor's life ended in Fouzen, where the Gallian Militia's 3rd Regiment sent the armored train Equus plummeting into a deep chasm with Gregor onboard.











# Clementia Foerster

クレメンティア・フェルスター

GENDER: Female AGE: 37

HEIGHT: 175cm RACE: Imperial

### A HEARTLESS MAD SCIENTIST WHO DOMINATES THE FIELD OF VALKYRIA RESEARCH

Foerster is a researcher working for the Empire, and has performed countless experiments on living subjects. She was the one responsible for awakening Selvaria's Valkyrian powers. Foerster believes that the value of her research is absolute, and does not bother with petty human traits like compassion. As such, she felt no remorse for the inhumane experiments she subjected Selvaria to, and even after Selvaria went on to work for Maximilian, Foerster always treated her as nothing more than a test subject.

Foerster was intrigued when she discovered Riela's Valkyrian abilities, but was disappointed when she found out that Riela was an "incomplete" Valkyria. Despite this disappointment, Foerster left Riela with a Valkyrian lance and shield because she believed that there was valuable data to be collected from a battle between two Valkyrur. Maximilian was the greatest supporter of Foerster's research, so when he was killed at the end of the Second Europan War, she fled to Gallia. It has been confirmed that Foerster took a Valkyrian child with her when she left.





# Citizens and Soldiers

This is a collection of the various civilians and soldiers of different factions who live their lives amid the chaos of war. Darcsens are easily identified by the traditional cloth they always have on their person. The uniforms for the Gallian Army and Militia are centered around the national colors of blue, red, and white.



CIVILIAN MALE



CIVILIAN **FEMALE** 



CHILD



NOBLE



DARCSEN MALE



DARCSEN **FEMALE** 



**GALLIAN MILITIA** SOLDIER



**GALLIAN ARMY** SOLDIER



**GALLIAN ARMY** SOLDIER



**GALLIAN ARMY** SOLDIER



IMPERIAL ARMY SOLDIER



IMPERIAL ARMY SOLDIER (LEADER)



CALAMITY RAVEN SOLDIER



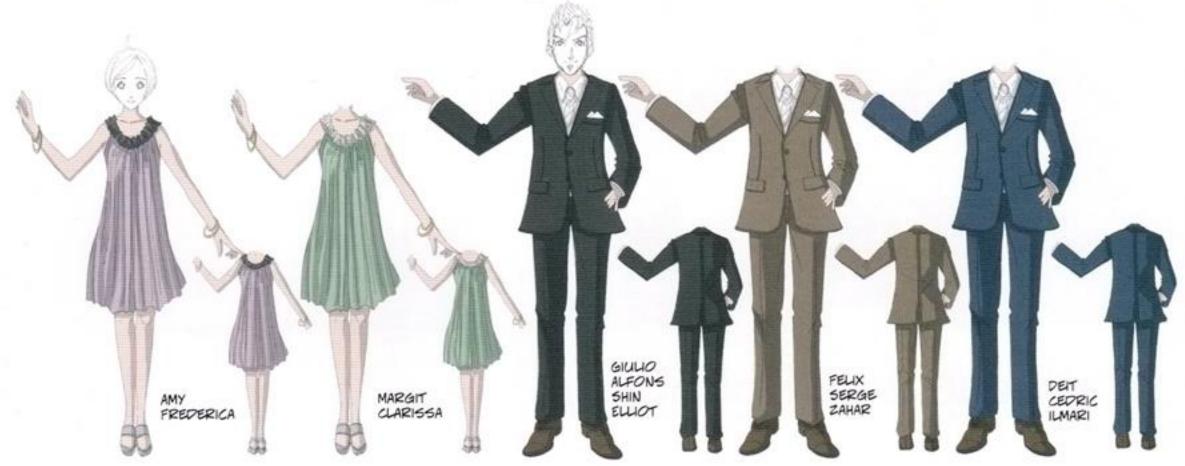
**CALAMITY RAVEN** SOLDIER

# Civilian Clothes

This page shows the suits and dresses worn by former Nameless members when they attend Kurt and Riela's wedding. Full body design illustrations of Avan, Zeri, and Cosette are also included at the bottom of the page.

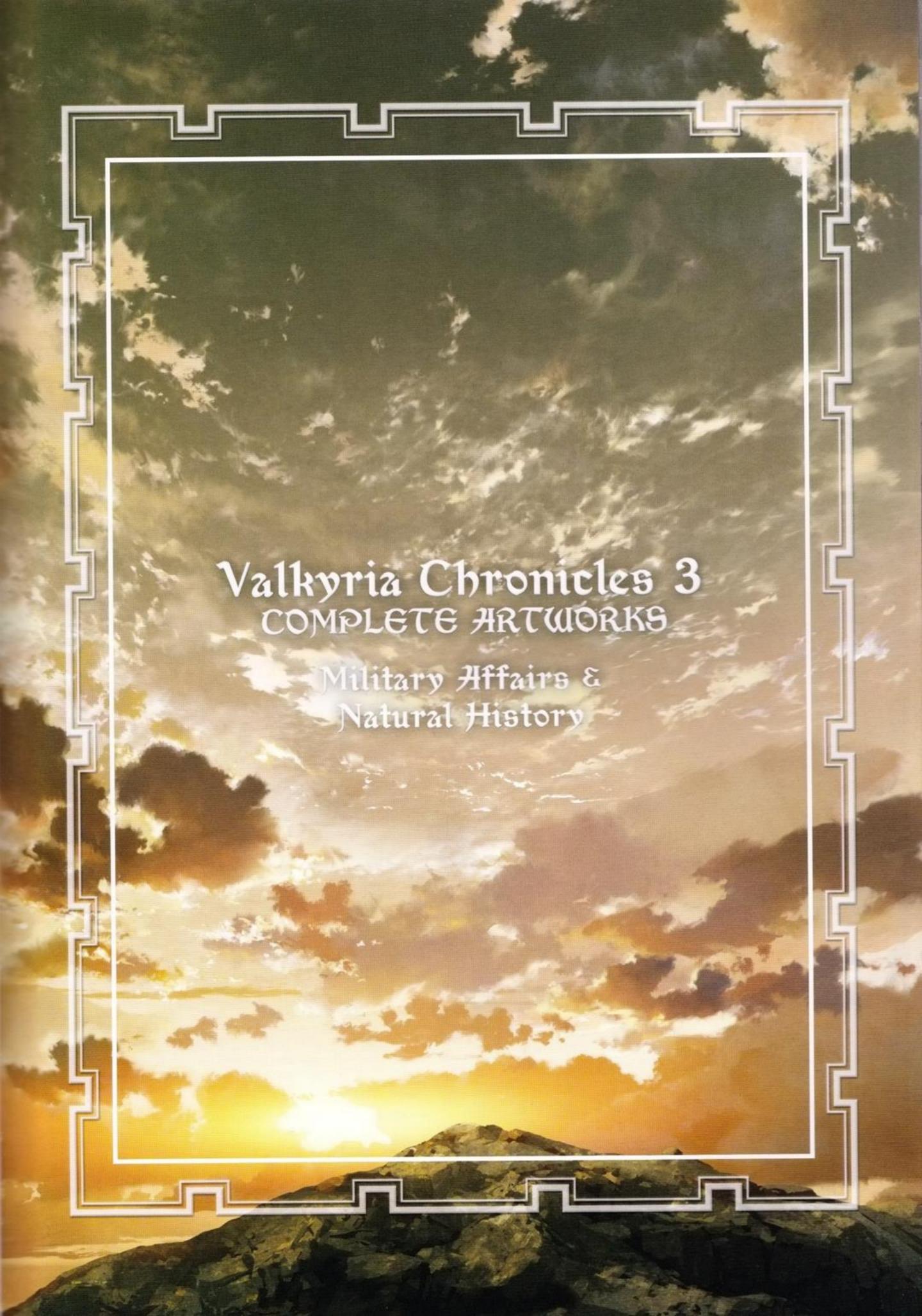
The former members of Nameless gathered once more to celebrate Kurt and Riela's marriage. As expected, Imca, Annika, and Valerie show up in suits rather than dresses, yet it is GLORIA Valerie's head that we see sketched GISELE above the brown dress to the right. CARISA





Avan is wearing a Mellvere hoodie over his jersey for his soccer team "FC Mellvere". Zeri is wearing a fairly typical Darcsen outfit, complete with a Darcsen cloth tied around his left arm. Cosette is wearing a cute pink outfit with a short skirt and scrubs, showing that she is working hard at her medical training.

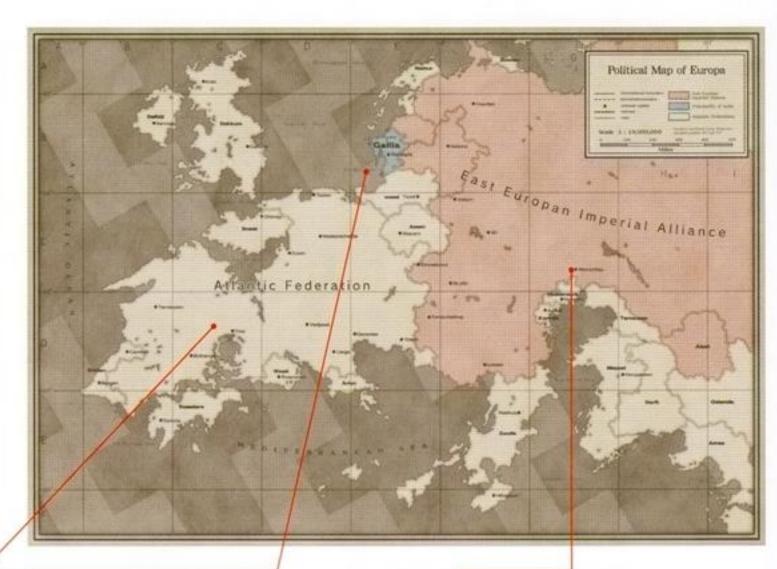




# Background Information and Timeline

#### 1935 EUROPA

It is said that, long ago, the land of Europa was devastated by the Darcsens, then eventually liberated and unified by the righteous Valkyrur. Accordingly, the modern Europan calendar begins from the year that the Valkyrur subdued the Darcsens and unified the country; any year prior to that event is denoted as "BC" ("Before Conquest"). At the dawn of this new era, the Valkyrur reigned over all the lands, but their numbers dwindled over the next few centuries until they eventually died off. After the Middle Ages, there was a stretch of history where numerous regions governed themselves independently. After the Industrial Revolution of the 18th century, the people in the west reorganized themselves into republics. Meanwhile, absolutism remained prominent in the east, and a number of nations allied together to form the Autocratic East Europan Imperial Alliance. Fearing the threat the newly-formed Empire represented and adopting a "strength in numbers" mentality, the republic nations in the west banded together to form the Atlantic Federation. Europa had thus entered a new era, one where these two geographical powerhouses faced each other in constant conflict. At the beginning of the 20th century, a large war broke out between the two sides that would later come to be known as the First Europan War. The war eventually ended, but the embers remained hot and it came as no surprise to anyone when the Second Europan War broke out 20 years later. In order to acquire more resources for the war, particularly ragnite, the Empire also decided to invade Gallia, a principality that had remained politically neutral.





#### ATLANTIC FEDERATION

The Atlantic Federation is often simply referred to as "the Federation" and is comprised of numerous nations that converted to a republic form of government after the Industrial Revolution. The nations formed this alliance in order to stand up to any threats the Empire might pose. Although the Federation technically has more military might than the Empire, the Federation is truly just a loose gathering of independent nations, and the resulting difficulty of coordinating their actions has often made their war efforts look like a three-legged race.



#### PRINCIPALITY OF GALLIA

While all of the other nations joined either the Federation or the Empire, the constitutional monarchy of Gallia remained independent. The Randgriz family has ruled Gallia for many generations, and their bloodline is said to be the oldest in all of Europa. To assist in maintaining their political neutrality, all of Gallia's citizens are provided with military training. Whenever Gallia is invaded, the country's army and a militia of civilians answer the call of duty.



#### AUTOCRATIC EAST EUROPAN IMPERIAL ALLIANCE

The numerous despotic nations in the east united into one large body through marriages and other means to become the Autocratic East Europan Imperial Alliance, often referred to as simply "the Empire". Though it is called a union, it is technically an autocracy ruled by the Emperor. The Empire's political and cultural practices are mostly archaic, and the Darcsens living within imperial territory suffer the worst cases of unjust persecution.

#### **TERRITORY MAP FOR MARCH 1935**

#### SUMMARY OF THE GALLIAN CAMPAIGN

The Empire had conquered most of northern Gallia within the span of a month, but they were eventually met with an aggressive counterattack from Squad 7 of the Gallian Militia's 3rd Regiment. In the months that followed, battles raged in various regions of Gallia, with both sides racking up their share of victories and defeats. Between June and August, Squad 7 succeeded in destroying and neutralizing a number of the Empire's core weapons and officers. As a result, the Gallian Army was able to push forward and meet the imperial forces on the Naggiar Plains for what would be the largest single conflict yet. In September, the battle at the Naggiar Plains was won by the Gallian forces. At the beginning of October, the Empire made a last-ditch attempt to turn the war around by launching a sudden and brutal assault on Gallia's capital city of Randgriz. However, Squad 7 once again won a decisive victory, and the Empire was forced to retreat entirely, marking the end of the Gallian Campaign.

#### **IMPORTANT BATTLE SITES**

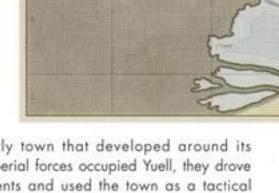
**RANDGRIZ CITY** - The capital of Gallia is a beautiful city protected by a circular wall. Toward the end of the Gallian Campaign, Randgriz City was attacked by the massive land-based battleship Marmota and suffered severe damage.

**FOUZEN** - Gallia's biggest industrial city, and a key location in the capital city's defense perimeter. Fouzen was occupied by imperial forces early on in the Gallian Campaign, and was used as a ragnite supply source.

VASEL - A trade center that developed around Vasel Bridge, and another key location in the capital city's defense perimeter. Vasel was taken by the imperial forces at the early stage of a campaign, but later reclaimed by Squad 7.

ANTHOLD - One of Gallia's most prominent port cities since olden times. Though Anthold was never occupied by imperial forces, it did fall victim to several blitz attacks.

ASLONE - One of Gallia's main cities, located right in the center of the country. It serves as the most important location in the capital city's defense perimeter, and was reclaimed from the Empire at around the same time as Vasel.



YUELL - A scholarly town that developed around its university. When imperial forces occupied Yuell, they drove out all of the residents and used the town as a tactical operations center.

**MELLVERE** - A trade city situated on the main road connecting southern Gallia to the capital city. Mellvere was severely damaged in a vicious imperial tank attack.

GHIRLANDAIO FORTRESS - A massive fortress that sits on the border between Gallia and the Empire. Ghirlandaio Fortress was the first location to be taken by imperial forces, and was used as the Empire's command center for the entire duration of the Gallian Campaign.

**BORGER** - A remote city located near the border that is famous for its bascule bridge. Many of its Darcsen residents were killed during the imperial occupation.

BRUHL - A rural town near Gallia's eastern border. Bruhl is known as the "town of windmills", and was the victim of an imperial attack during the early stages of the Gallian Campaign.

NAGGIAR PLAINS - The barren plains that cover northeastern Gallia. The battle of Naggiar Plains was the most prominent and decisive battle in the Gallian Campaign.

**BARIOUS DESERT** - An extensive desert that is said to have formerly been a lush region that was scorched by the Darcsens many ages ago. Squad 7 fought a fierce battle with Maximilian here.

**KLODEN WILDWOOD** - This massive forest covers a large area of southern Gallia and acts as a natural barrier against invaders. Most of the Kloden Wildwood is within imperial territory, and the forest used to house a supply center.

# Tracing the Footsteps of Nameless

As indicated on the previous page, the fact that Gallia was able to withstand the imperial invasion was mostly thanks to the valiant efforts of Squad 7 of the Gallian Militia's 3rd Regiment. After the Gallian Campaign, the members of Squad 7 were celebrated as heroes. What most people didn't know was that another group of unsung heroes also played a vital role in defending Gallia. This group was Squad 422 of the Gallian Army, also

known as "Nameless". Nameless was a penal military unit, often used as a disposable pawn from a tactical point of view. Nameless suffered through some of the harshest conditions and succeeded in aiding the Gallian defense effort. Though their actions remain unrecorded in the official chronicles of history, this page offers an overview of their journey, with descriptions of Squad 7's movements also provided for reference.

#### THE PENAL MILITARY UNIT: MARCH-JULY 1935

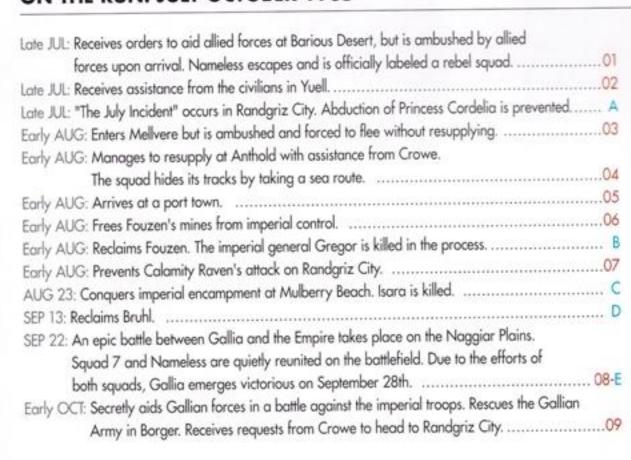
\*The numbers indicate Nameless' actions, while the letters indicate Squad 7's actions.

MAR 15: The Empire declares war on Gallia.
APR 1: Battle near Vasel.
APR 3: Kurt is transferred to Nameless
APR 14: Gallia reclaims Vasel through Operation Cloudburst
Mid APR: Gallia reclaims Aslone
Early MAY: Nameless journeys through a minefield to move east from Meppel. With assistance
from Nameless, Squad 7 achieves victory over a large imperial force
Mid MAY: Tasked with guarding Cardinal Borgia. During the escort mission,
Nameless fights against imperial forces at Breeden
Mid MAY: Ambushed by Calamity Raven. Cardinal Borgia is taken
Late MAY: Helps to reclaim Yuell
Late MAY: Accepts a civilian request for help defending Mellvere against a large imperial tank Echidna07
Late MAY: Takes the imperial supply center located in the Kloden Wildwood
Early JUN: Infiltrates imperial territory to destroy a supply center located near the border08
Mid JUN: Defeats Maximilian and his tank "Batomys" in the Barious Desert.
Mid JUL: Participates in Operation Roar of the Mountain, to much success
Mid JUL: Aids Borger refugees. A group of Darcsens is mercilessly killed by imperial forces
when the Gallian Army deems that it would be too risky to try and rescue them
Mid JUL: Attempts to assassinate Maximilian, but the plan fails. However, the squad poses a
significant enough threat that the imperial forces lose some of their momentum
Late JUL: Joins the Gallian forces attempting to reclaim northern Gallia, but Gusurg's desertion
results in the allied troops being defeated. The blame falls on Nameless



APRIL 1935, territory map immediately after Operation Cloudburst

#### ON THE RUN: JULY-OCTOBER 1935





AUGUST 1935, territory map immediately after Gallia reclaimed Fouzen

#### **PROVEN INNOCENT: OCTOBER 1935**

with the term of
Early OCT: Crowe exposes Eisler's treachery and escorts him to a military tribunal.
Nameless is no longer considered a rebel faction
Early OCT: Attacks Ghirlandaio Fortress to provide cover for Imca. Imca challenges
Selvaria to a duel, with bitter results.
OCT 7: Participates in the attack on Ghirlandaio Fortress. Enemy general Selvaria
is taken hostage. Selvaria self-destructs the next day, wiping out the main force
of the Gallian Army.
OCT 8: The massive land-based battleship Marmota charges into Randgriz City.
Attempts to deny the Marmota entry into the city, but fails.
OCT 9: Advances through an imperial-occupied Vasel in order to attack the Marmota
OCT 10: Prevents Gusurg's plans to destroy Randgriz City
OCT 10: Destroys the Marmota and kills Maximilian. With Maximilian's death,
the imperial forces have no choice but to admit defeat.
Mid OCT: Nameless Receives information regarding Dahau's ballistic weapon and decides
to stop him. The weapon is located in imperial territory, so to avoid troubling
Gallia with post-war political complications, the Nameless officially discard
their Gallian citizenship and break off from the Gallian Army. Ultimately,
Dahau is killed and his weapon is destroyed.
OCT 25: Nameless is disbanded
CXCT ZO: INameless is dispanded.



OCTOBER 1935, territory map immediately after the Empire occupied Randgriz City

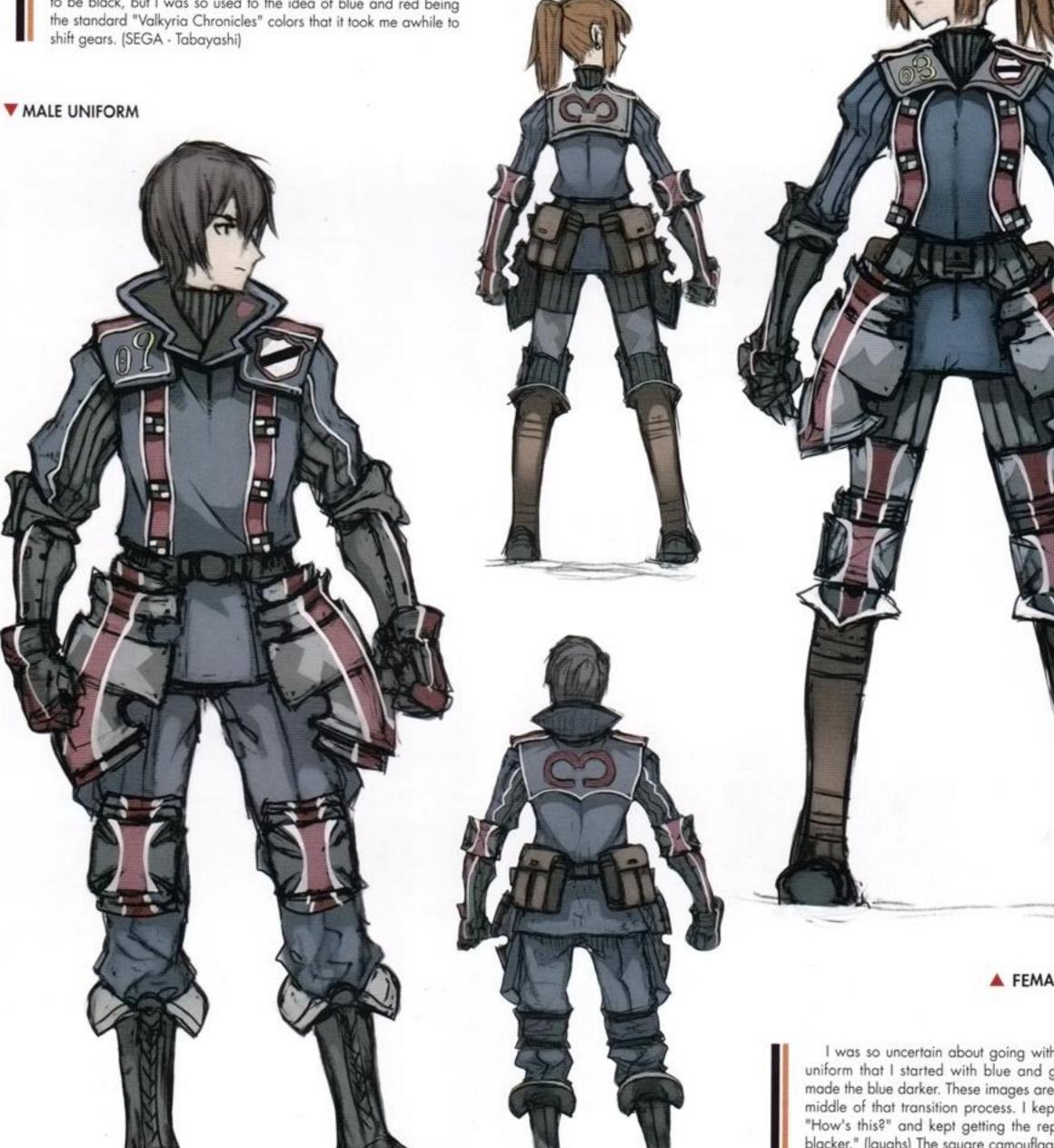
# Uniforms

Originally, eight different uniform styles were prepared for Nameless – one for each branch – that would visibly change the character's on-screen appearance when switching between branches. However, it was eventually decided that each character would instead have their own unique uniform design that emphasized their particular personality, so these designs were used for guest characters.

# « Nameless Uniforms

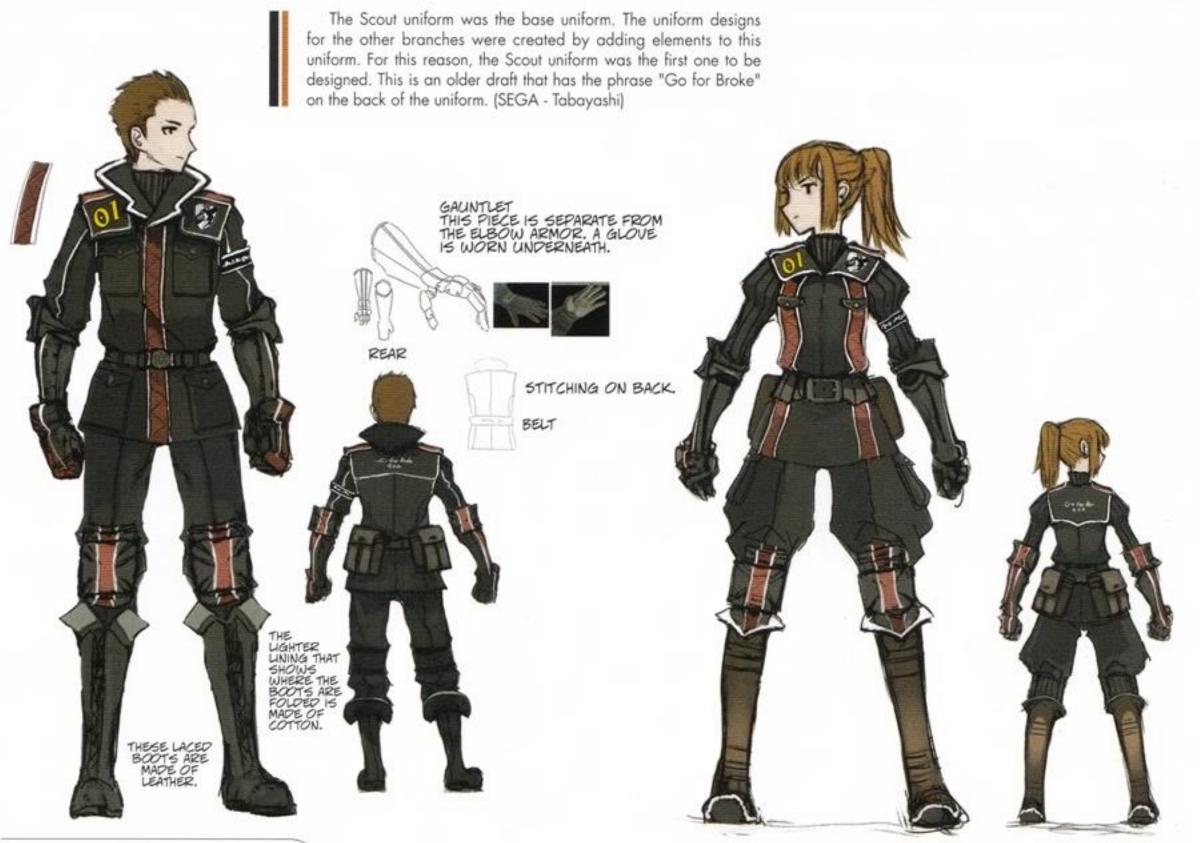
## **DEFAULT UNIFORM - EARLY DRAFT**

We wanted each character to look distinct, but we started with a default design that we could use as a base for everyone. The example shown below has the branch symbol on the back of the uniform, but since the characters are able to switch branches freely in "Valkyria Chronicles 3", the symbol was replaced by the motto "Altaha Abilia" ("Always Ready"). Ozawa and Motoyama told me that the theme color of the Nameless uniforms was going to be black, but I was so used to the idea of blue and red being the standard "Valkyria Chronicles" colors that it took me awhile to shift gears. (SEGA - Tabayashi)



▲ FEMALE UNIFORM

I was so uncertain about going with a black uniform that I started with blue and gradually made the blue darker. These images are from the middle of that transition process. I kept asking, "How's this?" and kept getting the reply, "No, blacker." (laughs) The square camouflage pattern on the waist armor and female uniform's legs was another "Valkyria Chronicles" trademark that was done away with for "Valkyria Chronicles 3". This game was all about being different. (SEGA - Tabayashi)

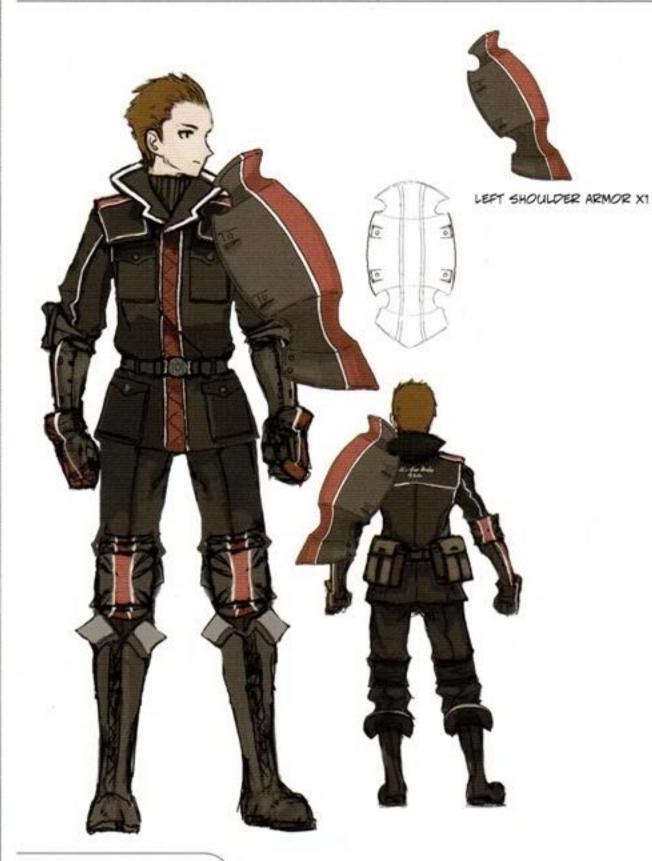


**SHOCKTROOPER** 



This uniform offers additional armor on the shoulders, waist, and chest. There is either one or two red lines running down the torso, and I assigned the number of lines to characters on a whim. The men wear laced-up boots reminiscent of those worn by special operations forces, while the women wear leggings and puffy pants. (SEGA - Tabayashi)





I was asked to give each uniform a unique feature that would allow the player to tell the different unit types apart just from their silhouettes. The Lancer uniform's unique feature is the arm shield that protects the arm that the wearer extends toward the enemy when firing their anti-tank lance. (SEGA - Tabayashi)



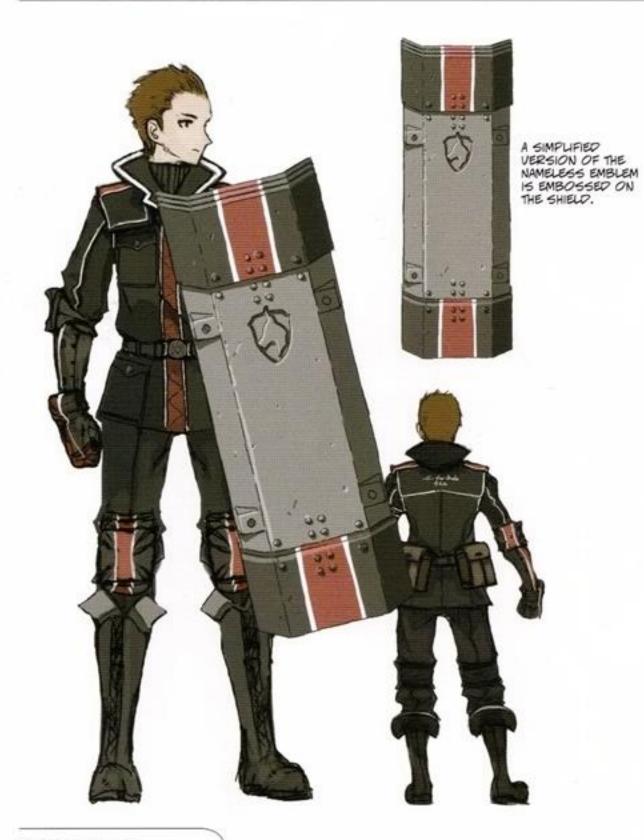
#### **ENGINEER**



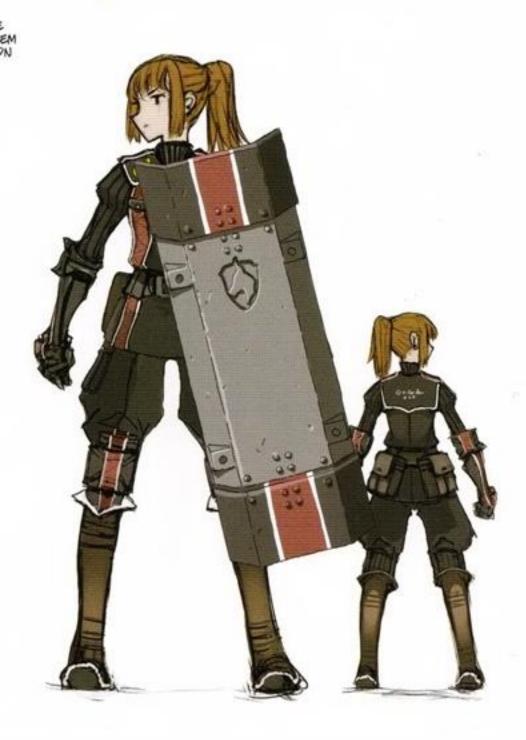
In the game, Engineers are tasked with healing their allies and resupplying ammo. As far as the uniform design is concerned, there is a greater emphasis on the Engineer's duties as a medic. The big white cases containing medical supplies that are strapped to either side of an Engineer's waist are what makes this uniform unique. (SEGA - Tabayashi)



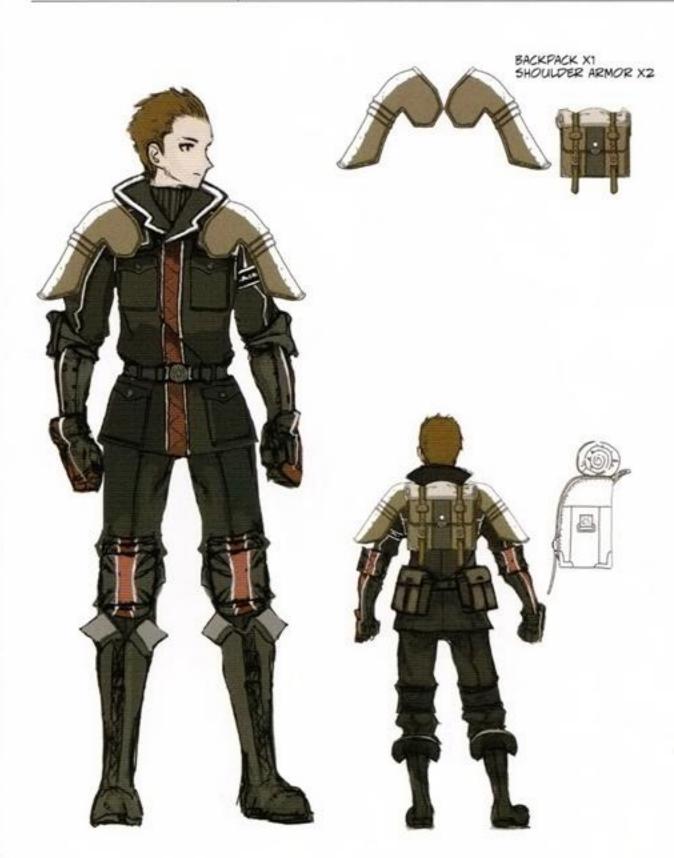
#### ARMORED TECH



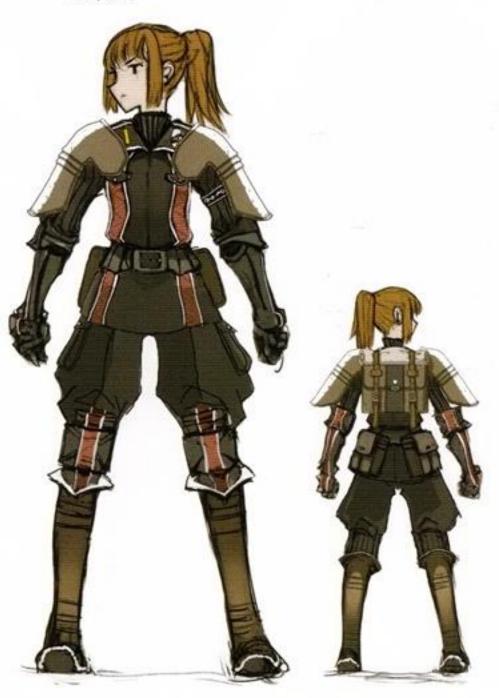
These images show the shield made of three parts, but the final design has a shield made of five parts. Though it is not shown during actual gameplay, Armored Techs are required to put their shields together themselves. Sadly, the embossed Nameless emblem on the shield was not included in the game. (SEGA - Tabayashi)



#### **SNIPER**



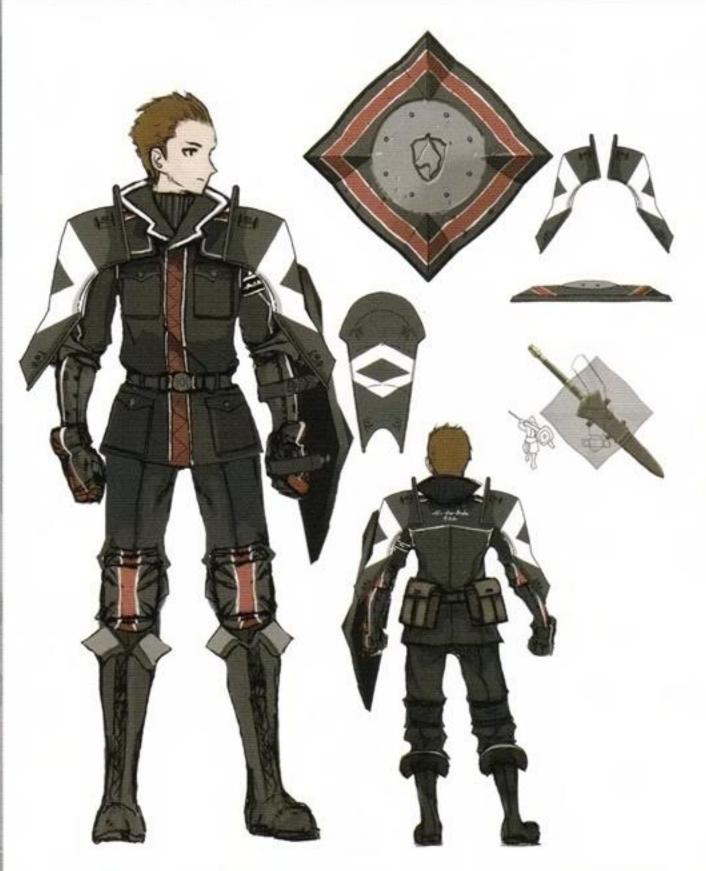
The Snipers in the previous game wore a poncho, but in this game they wear shoulder armor. Since Snipers spend much of their time camped out in one spot – and may even need to stay there for days, depending on the mission – they are equipped with a backpack full of necessities like food and water. (SEGA - Tabayashi)



Gunners have larger waist armor than Shocktroopers, and also wear a backpack to carry their ammo cartridges. Since the massive weapon used by a Gunner is enough to make them stand out, I focused more on making their silhouette distinct rather than functional. (SEGA - Tabayashi)



**FENCER** 



The Fencer branch in the previous game was deemed to be unbalanced, so the Fencer's shield in this game is much smaller to show that their defense capabilities have been reduced. The white lines on the shoulder armor can also be seen on tank exteriors. (SEGA - Tabayashi)





# «Calamity Raven Uniforms

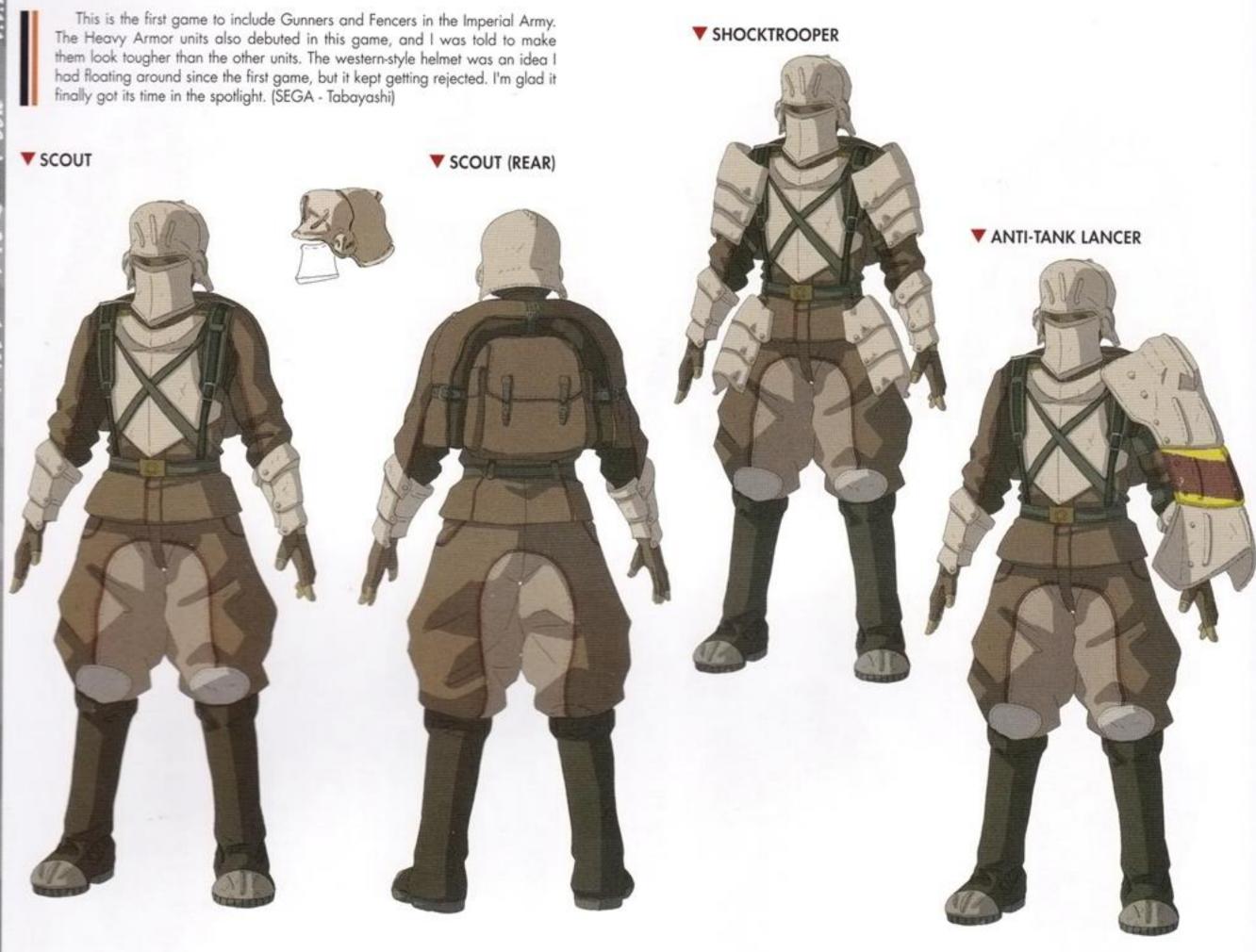




## VISUAL DISTINCTIONS OF HEAVY ARMOR UNITS BY RANK



# Imperial Army Uniforms





# VISUAL DISTINCTIONS OF HEAVY ARMOR UNITS BY RANK



# Weapons

Weapons are made available to all infantry troops and are distributed through the applicable branches. In order to ensure that troops are fighting at maximum effectiveness, however, they are also allowed to use personal and custom weapons. There are also situations where a soldier will use a weapon taken from the enemy. Where weapon labels are concerned, the general rule of thumb is that the higher the number, the more powerful and accurate the weapon is.

NAMELESS SUBMACHINE GUN

#### T-MAG

TOTAL LENGTH: 790mm
BARREL LENGTH: 492mm
CALIBER: 9mm
AMMO COUNT: 20
WEIGHT: 3600g



NAMELESS SUBMACHINE GUN

#### MAGS-A

TOTAL LENGTH: 992mm BARREL LENGTH: 459mm CALIBER: 9mm AMMO COUNT: 20 WEIGHT: 4830g



MAGS-A-7 ~ MAGS-A-F

IMPERIAL ARMY ANTI-TANK LANCE

#### **VB PLX**

TOTAL LENGTH: 3366mm

CALIBER: 155mm

AMMO COUNT: 1

WEIGHT: 22.8kg

VB PLX-1 ~ VB PLX-3

IMPERIAL ARMY ANTI-TANK LANCE

#### **VB HPL**

TOTAL LENGTH: 3428mm
CALIBER: 105mm
AMMO COUNT: 1
WEIGHT: 24.5kg

VB HPL-1 ~ VB HPL-F

NAMELESS MORTAR LANCE

#### DIEHL

TOTAL LENGTH: 3010mm
CALIBER: 196mm
AMMO COUNT: 1
WEIGHT: 18.3kg

DIEHL-7 ~ DIEHL-F

VB PLX-4 ~ VB PLX-F

GALLIAN ARMY ANTI-TANK LANCE

## LANCAAR-R

TOTAL LENGTH: 3320mm
CALIBER: 122mm
AMMO COUNT: 1
WEIGHT: 22.5kg

LANCAAR-R-1 ~ LANCAAR-R-3

LANCAAR-R-4 ~ LANCAAR-R-F

IMPERIAL ARMY ANTI-TANK LANCE

## **VB PL**



VB PL-4 ~ VB PL-F

GALLIAN ARMY MORTAR LANCE

## LANCAAR shR

TOTAL LENGTH: 3250mm
CALIBER: 155mm
AMMO COUNT: 1
WEIGHT: 17.3kg

LANCAAR shR-1~
LANCAAR shR-3

IMPERIAL ARMY MORTAR LANCE

LANCAAR shR-4 ~ LANCAAR shR-F

#### **VB HMTX**

TOTAL LENGTH: 3400mm
CALIBER: 155mm
AMMO COUNT: 1
WEIGHT: 25.4kg

VB HMTX-1 ~ VB HMTX-F

CALIBER: 155mm

AMMO COUNT: 1 WEIGHT: 17.8kg

TOTAL LENGTH: 2755mm

VB MT-1 ~ VB MT-3

VB MT-4 ~ VB MT-F

#### **VB MTX**



NAMELESS PISTOL

#### **VIPER**



NAMELESS PISTOL

#### VIPER-S



NAMELESS PISTOL

#### VIPER-A



GALLIAN ARMY PISTOL

#### VIPER-R



IMPERIAL ARMY PISTOL

#### **ZM34**



IMPERIAL ARMY PISTOL

#### ZM34X



#### WARPICK-A



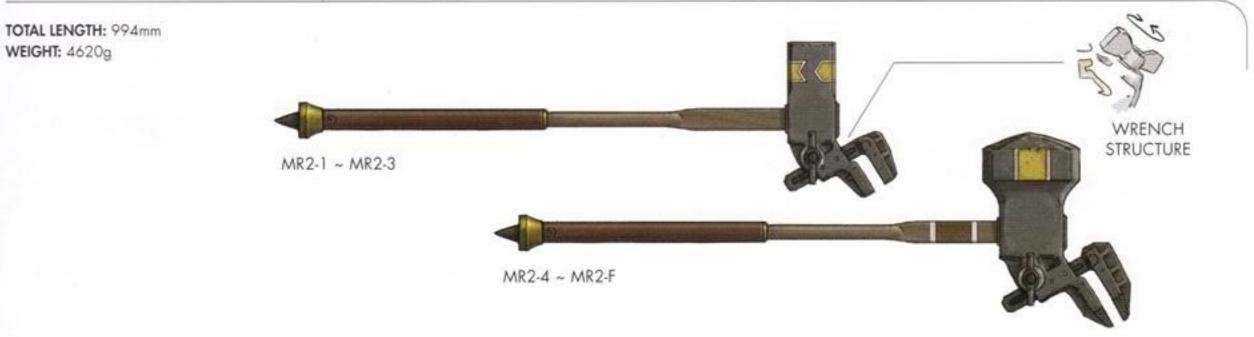
GALLIAN ARMY WRENCH

#### WARPICK-R



IMPERIAL ARMY WRENCH

## MR2



IMPERIAL ARMY WRENCH

#### MR2X



#### **ZM-SGAT**

TOTAL LENGTH: 1620mm BARREL LENGTH: 582mm CALIBER: 7.62mm AMMO COUNT: 1 WEIGHT: 3640g



ZM-SGAT-4 ~ ZM-SGAT-F

NAMELESS ANTI-TANK SNIPER RIFLE

#### **GAUTT-S**

TOTAL LENGTH: 1320mm BARREL LENGTH: 875mm CALIBER: 7.92mm AMMO COUNT: 1 WEIGHT: 4960g



OA011-3-7 ~

NAMELESS MACHINE GUN

#### **SQUALL-A**

TOTAL LENGTH: 1350mm BARREL LENGTH: 595mm CALIBER: 9mm AMMO COUNT: 40 WEIGHT: 6100g







SQUALL-A-7 ~ SQUALL-A-F

NAMELESS ANTI-TANK SNIPER RIFLE

#### **GAUTT-A**

TOTAL LENGTH: 1370mm
BARREL LENGTH: 955mm
CALIBER: 7.92mm
AMMO COUNT: 1



GAUTT-A-1 ~ GAUTT-A-3





NAMELESS MACHINE GUN

#### CYCLONE-A

TOTAL LENGTH: 1140mm
BARREL LENGTH: 510mm
CALIBER: 9mm
AMMO COUNT: 40
WEIGHT: 5360g



CYCLONE-A-7 ~ CYCLONE-A-F

GALLIAN ARMY MACHINE GUN

#### **SQUALL-R**

TOTAL LENGTH: 1470mm
BARREL LENGTH: 635mm
CALIBER: 9mm
AMMO COUNT: 60
WEIGHT: 4945g





GALLIAN ARMY ANTI-TANK SNIPER RIFLE

### **GAUTT-R**

TOTAL LENGTH: 1460mm
BARREL LENGTH: 1025mm
CALIBER: 7.92mm
AMMO COUNT: 1
WEIGHT: 4270g



GAUTT-R-4 ~ GAUTT-R-F

#### ZM-MG



ZM-MG-4 ~ ZM-MG-F

IMPERIAL ARMY MACHINE GUN

#### ZM-HMG

TOTAL LENGTH: 1625mm BARREL LENGTH: 750mm CALIBER: 9mm AMMO COUNT: 50 WEIGHT: 5210g



ZM-HMG-1 ~ ZM-HMG-F

IMPERIAL ARMY MACHINE GUN

#### Ruhm

TOTAL LENGTH: 1477mm BARREL LENGTH: 1037mm CALIBER: 7.62mm AMMO COUNT: 82 WEIGHT: 13.5kg



Ruhm

IMPERIAL ARMY HEAVY MACHINE GUN

#### **ALVITR**

TOTAL LENGTH: 735mm BARREL LENGTH: 395mm CALIBER: 9mm AMMO COUNT: 40 WEIGHT: 5120g



NAMELESS SWORD

#### CIVAL



NAMELESS SWORD

#### CIVAL-AT



#### PERCIVAL-AT



GALLIAN ARMY SWORD

#### CIVAL-R



IMPERIAL ARMY SWORD

#### LSch



#### IMPERIAL ARMY SWORD

LSch X



#### **GSch**

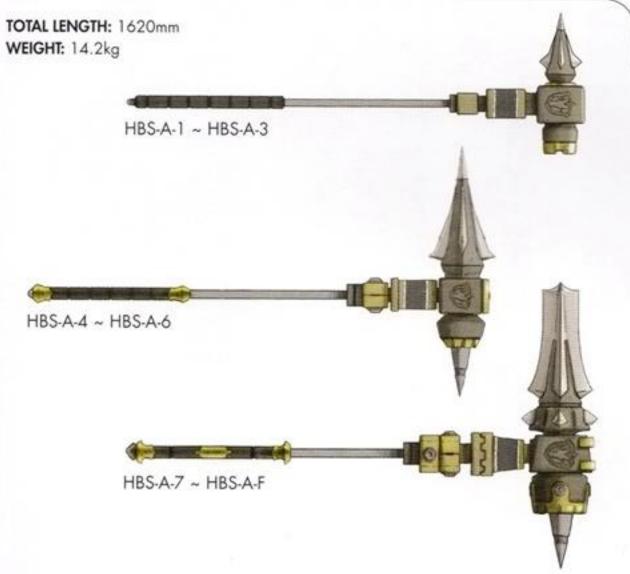


IMPERIAL ARMY SWORD

#### Shido

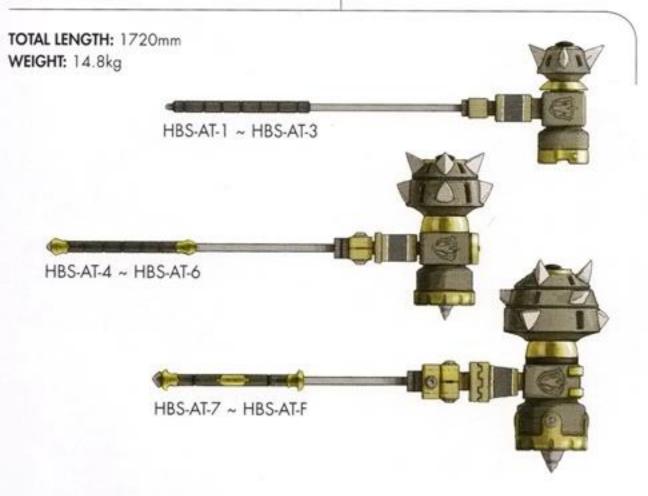


HBS-A



NAMELESS MAUL

#### **HBS-AT**



NAMELESS MAUL

#### **CROWBAR**



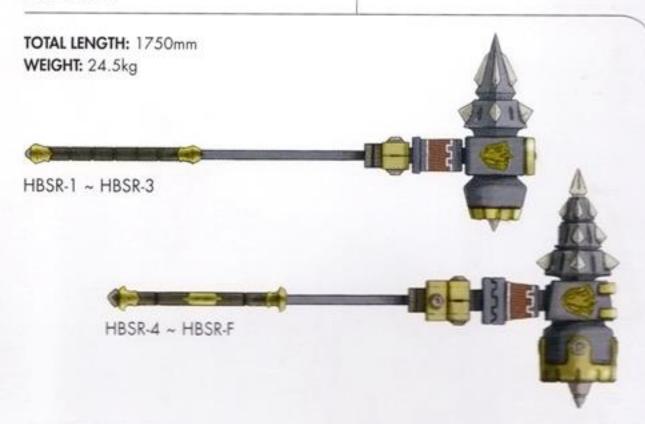


BAR (LARGE CROWBAR)

Since this was a bonus item that came with the Riela Nendoroid figure (see page 176), we wanted to give Riela something like Imca's Vár. Tabayashi's idea for "something like Vár" was a crowbar. This is the best sword ever. (SEGA - Ozawa)

GALLIAN ARMY MAUL

#### **HBSR**



IMPERIAL ARMY MAUL

#### VB ESch



IMPERIAL ARMY GATLING GUN

# **ZM GMG**



# Vehicles

Toward the end of the 19th century, the Empire created the first tank and used it to support their infantry units on the battlefield. After the First Europan War, more tanks were developed with increasingly higher firepower and mobility. Non-imperial nations such as Gallia struggled to defend themselves against these imperial tanks, and developed their own small tanks as a countermeasure. Eventually, Gallia also developed medium and heavy tanks.

# Nameless Vehicles

#### MEDIUM TANK C

#### **FEATURES**

(BODY ONLY / WITH BASIC TURRET)

LENGTH: 7.02m / 7.92m

• HEIGHT: 2.20m / 3.27m (not including antenna)

WEIGHT: 22.9t / 34t

MAXIMUM POWER: 570hp / 3,300rpm

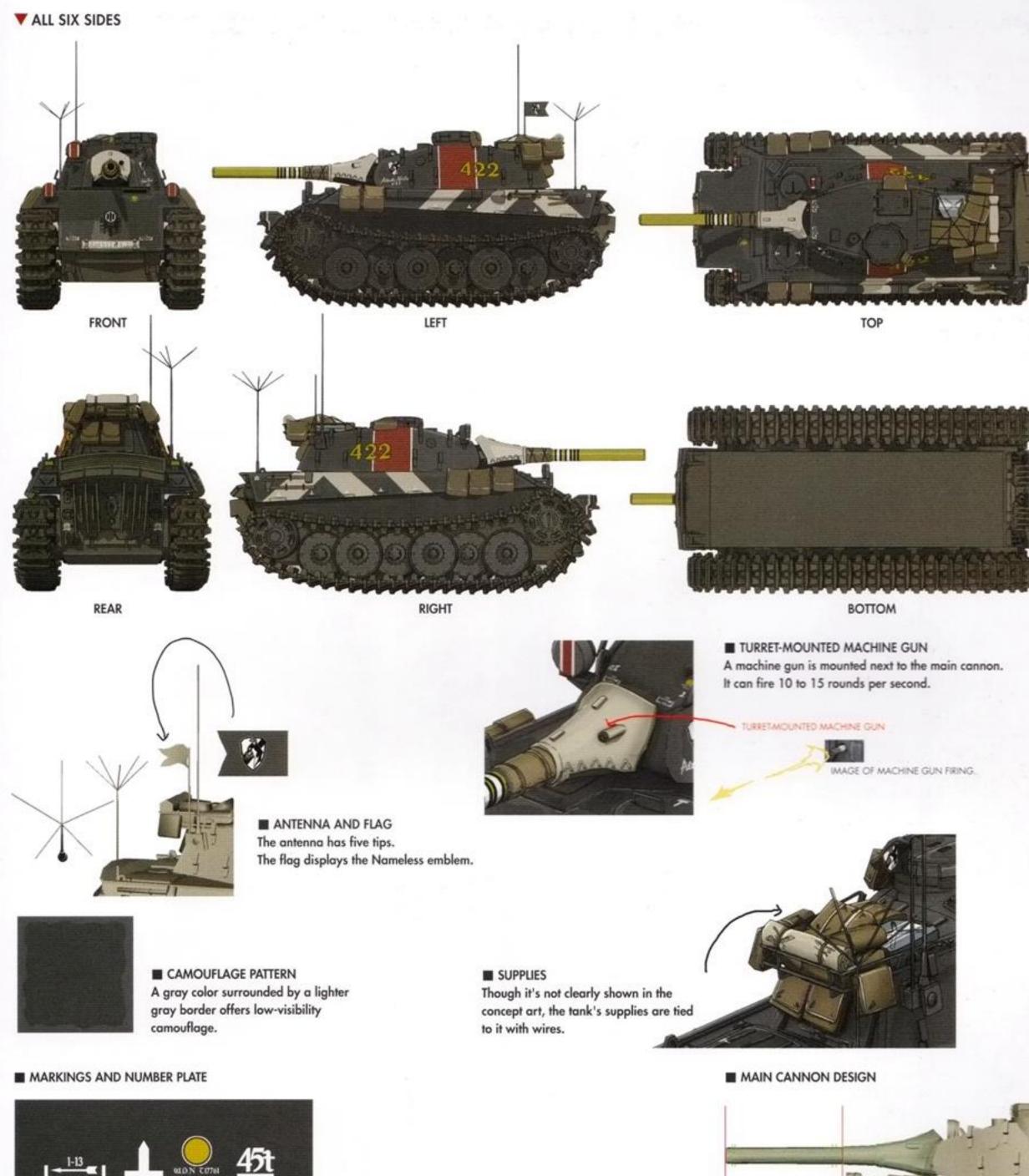


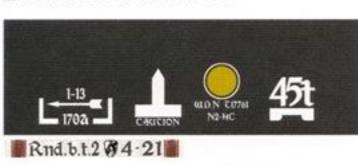
Tank B, this tank has a smaller turret, but also a smaller front face which makes it harder to hit. Like the Edelweiss, the Medium Tank C is rounder than the Medium Tanks A and B, which allows it to deflect incoming fire and reduce the damage taken from shots by spreading their impact. The six wheels are also larger, granting the Medium Tank C greater maneuverability. Also, the cannon barrel features rifling.

Since this tank was going to be spending a lot of time in the spotlight for promotional purposes, I was asked for a design that was simple, strong, and awesome-looking. The tank's main color is black because it is a Nameless tank, but having it entirely black was too boring, so I added some white lines along the sides and made the barrel of the cannon yellow, the yellow being a reference to the Messerschmitt. As a side note, I don't know why, but it seems like making the base of the cannon barrel beige always works well. (SEGA - Tabayashi)



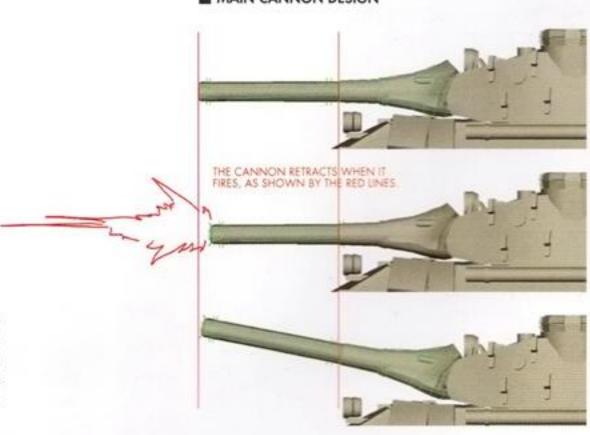
#### MEDIUM TANK C DESIGN





Rnd.b.t.2 4 · 21

The "Rnd" on the number plate signifies that the tank was manufactured in Randgriz. It is thought that the "4-21" is the company number and the tank's serial number, respectively, while the meaning behind "b.t.2" is unknown. The Edelweiss had the letters "b.t." on it because it was created by Belgen and Theimer. With that in mind, it is interesting to imagine the possibility that this tank has more in common with the Edelweiss than might be commonly known.





#### LIGHT TANK A PROTOTYPE



(BODY ONLY / WITH BASIC TURRET)

- LENGTH: 3.98m / 3.98m
- WIDTH: 2.06m / 2.06m
   HEIGHT: 1.43m / 2.17m (not including antenna)
- WEIGHT: 5.2t / 6.9t
   MAXIMUM SPEED: 40km/h
- MAXIMUM POWER: 130hp / 2,500rpm

This tank was distributed to the Nameless as a prototype. Due to the engine's power limitation, the Light Tank A cannot be equipped with heavy turrets or armor, but it maintains a good balance of offense, defense, and mobility, so it became a popular model for mass production. Since Gallia's military forces are used purely for self-defense, they require units that excel at lying in wait for the enemy, firing a shot off, and then getting out of the enemy's range.

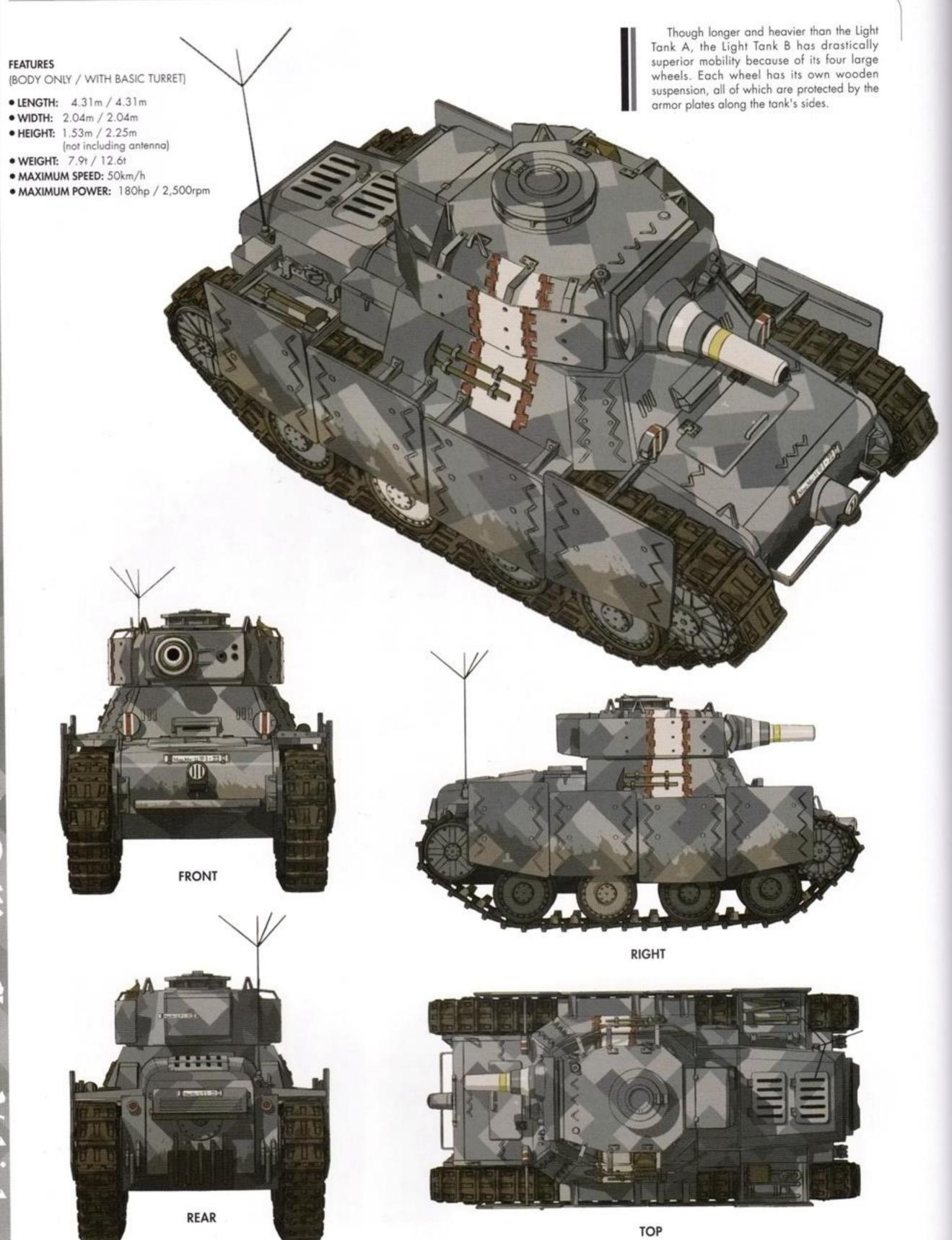


# « Gallian Army Vehicles

#### **EDELWEISS**



#### LIGHT TANK B



#### LIGHT TANK C

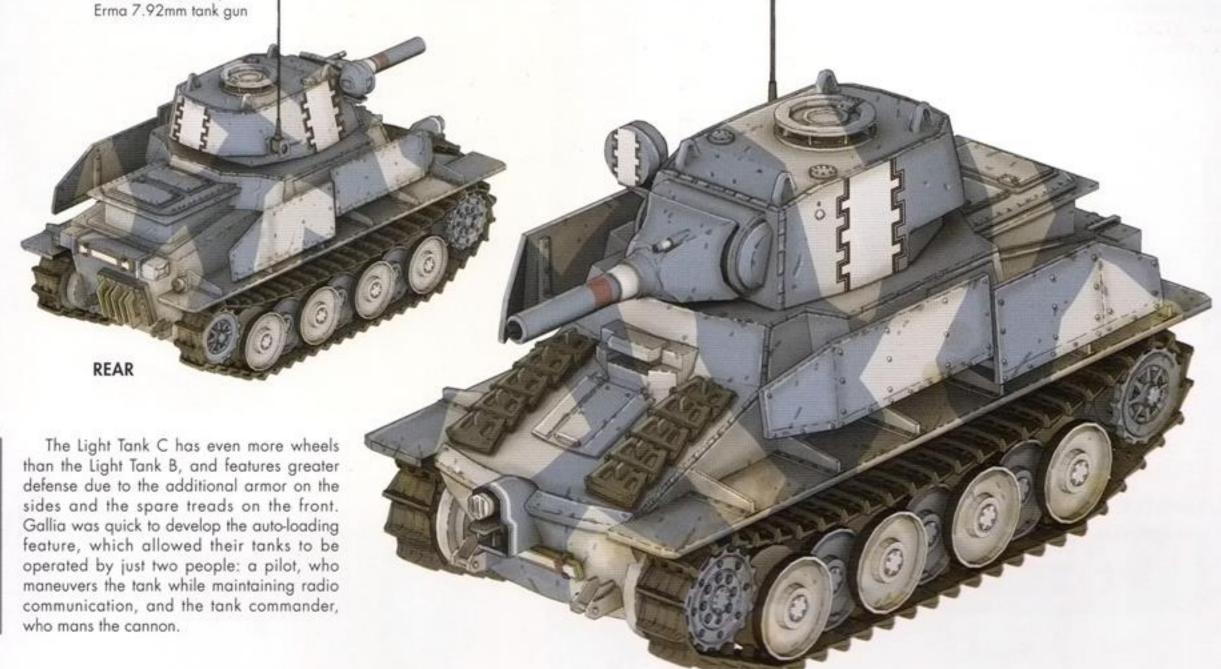
#### **FEATURES**

(BODY ONLY / WITH BASIC TURRET)

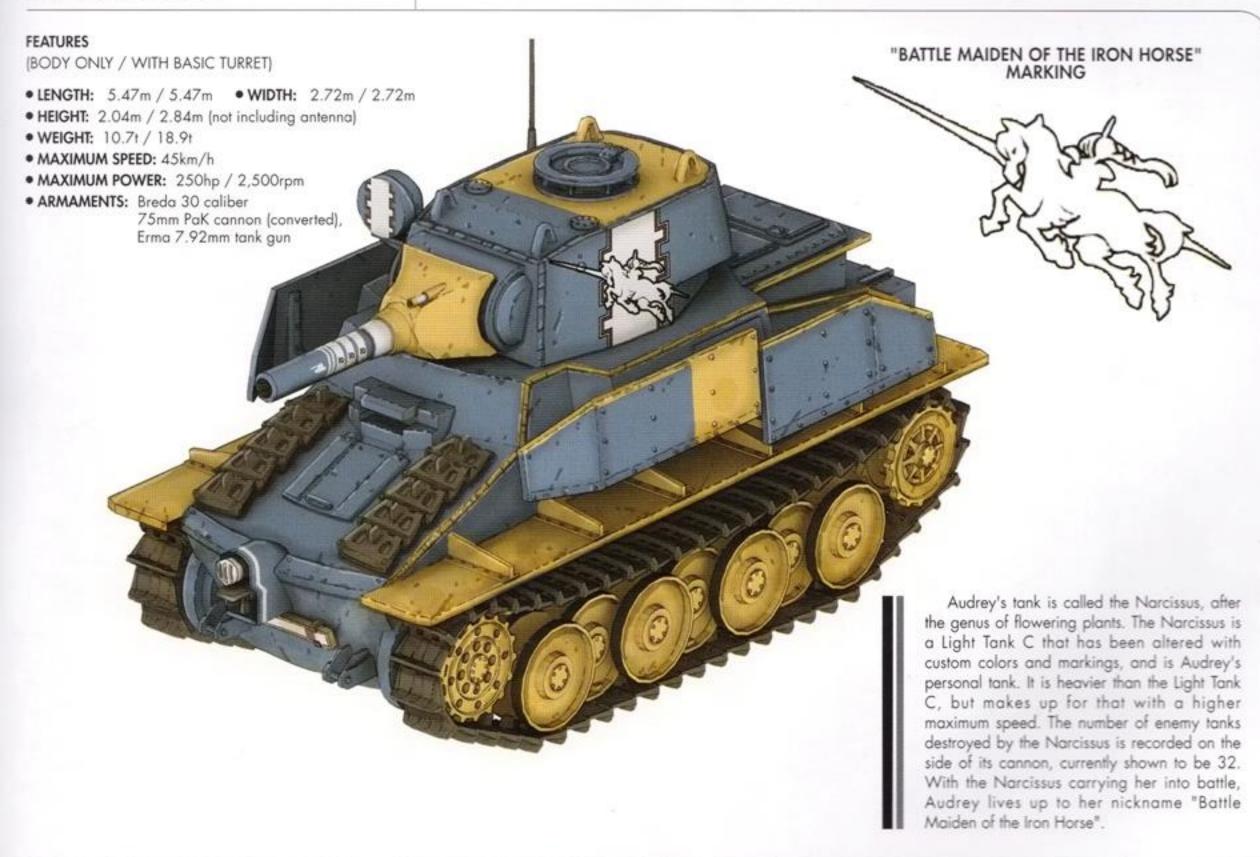
LENGTH: 5.47m / 5.47m
 WIDTH: 2.72m / 2.72m
 HEIGHT: 2.04m / 2.84m (not including antenna)
 WEIGHT: 10.3t / 17.7t
 MAXIMUM SPEED: 40km/h

• MAXIMUM POWER: 220hp / 2,500rpm

ARMAMENTS: Breda 30 caliber
 75mm PaK cannon,
 Free 7 92mm test as



#### **NARCISSUS**



#### ARMORED PERSONNEL CARRIER

#### **FEATURES**

(BODY ONLY / WITH BASIC 2 FIRE GUNS)

- LENGTH: 5.25m / 5.25m
- WIDTH: 2.11m / 2.11m
- HEIGHT: 2.01m / 2.56m (not including antenna)
- WEIGHT: 5.2t / 6.7t MAXIMUM SPEED: 65km/h
- MAXIMUM POWER: 120hp / 3,000rpm

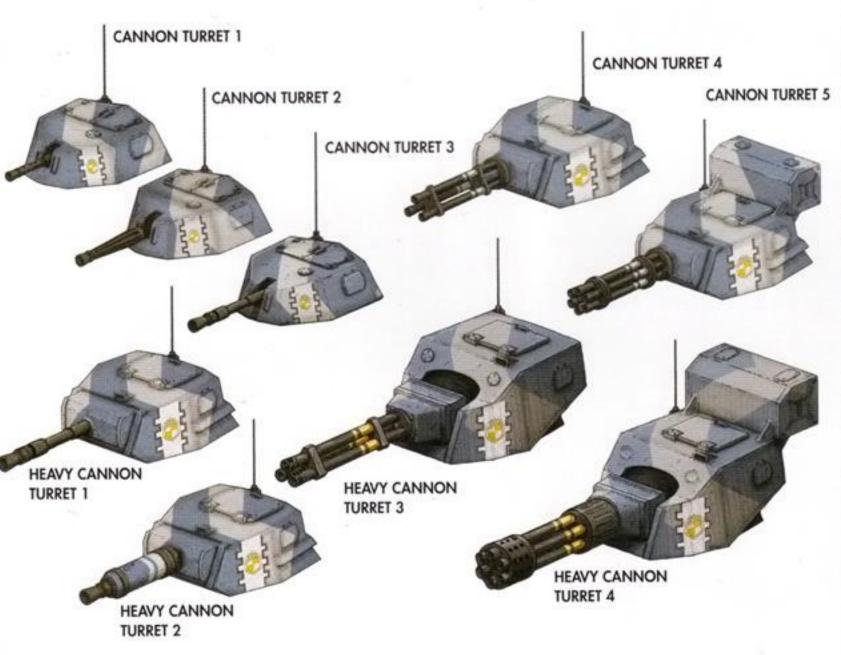
The Armored Personnel Carrier (APC) is built to carry heavy loads so that it can be prepared for any situation that may arise on the battlefield, and this load is distributed over six wheels. The number plate found on APCs is displayed below. "Bre" indicates that the vehicle was manufactured in Breda, while the "O" categorizes it as a miscellaneous vehicle, and "e112" indicates that it was the 112th vehicle to be manufactured in the year 1935.

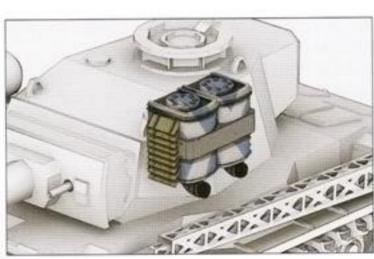


NUMBER PLATE FOR NAMELESS APC



# **TURRET AND SHOULDER**





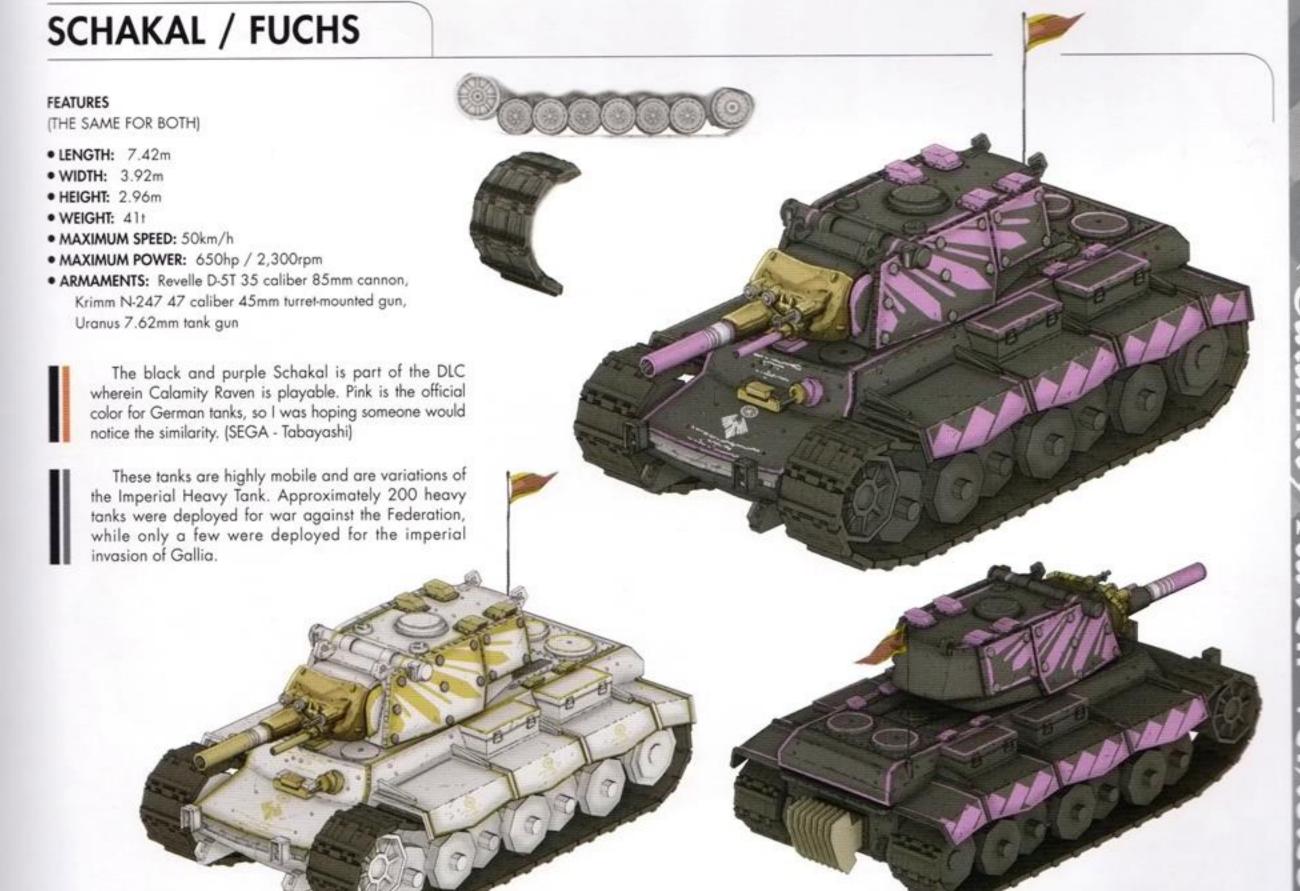
REAR



New turrets were developed for the APC in order to give it more offensive capabilities. As the cannons grew larger, ammo packs were attached to the rear of the turrets in order to maintain a proper balance. When poison gas was released onto the battlefield at the Naggiar Plains, the APC supported allied troops with a poison removal attachment.

# «Calamity Raven Vehicles





#### **ECHIDNA**

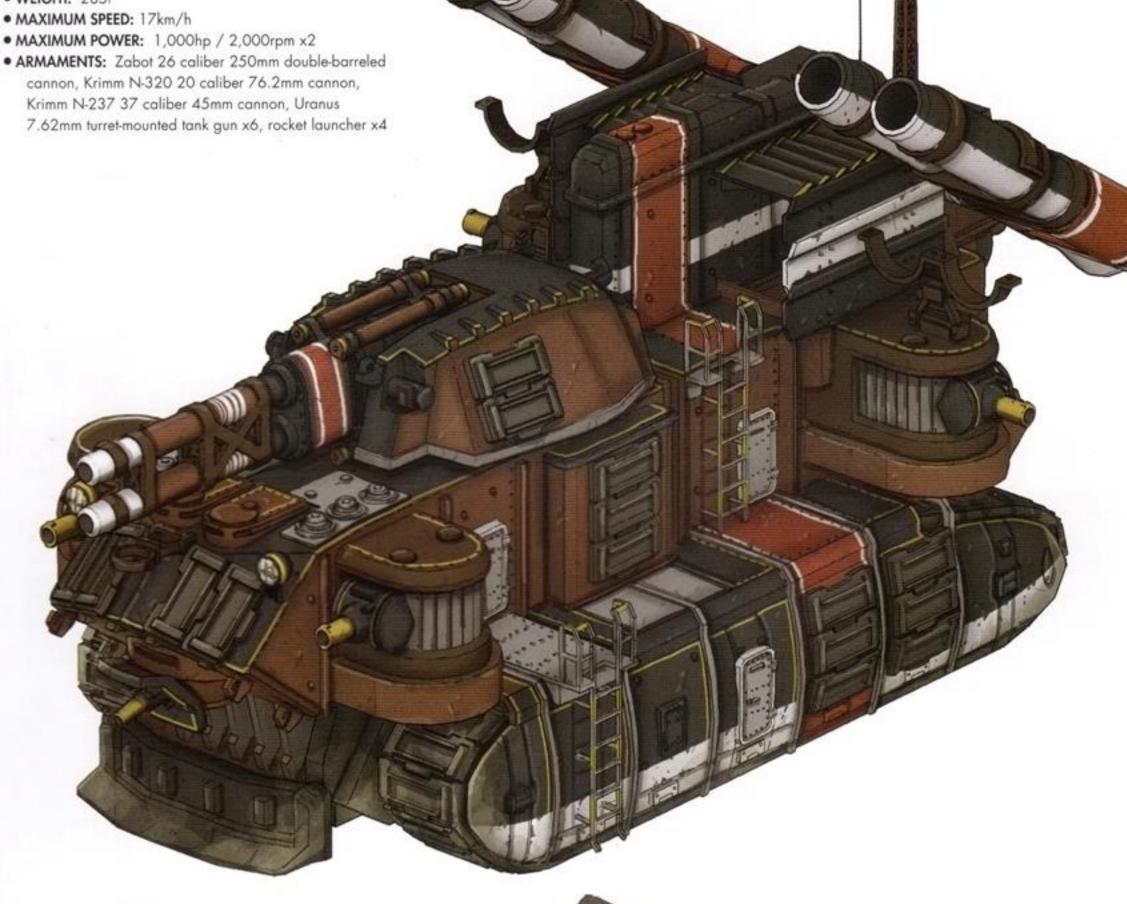
#### **FEATURES**

• LENGTH: 20.5m • WIDTH: 11.6m • HEIGHT: 10.5m • WEIGHT: 285t

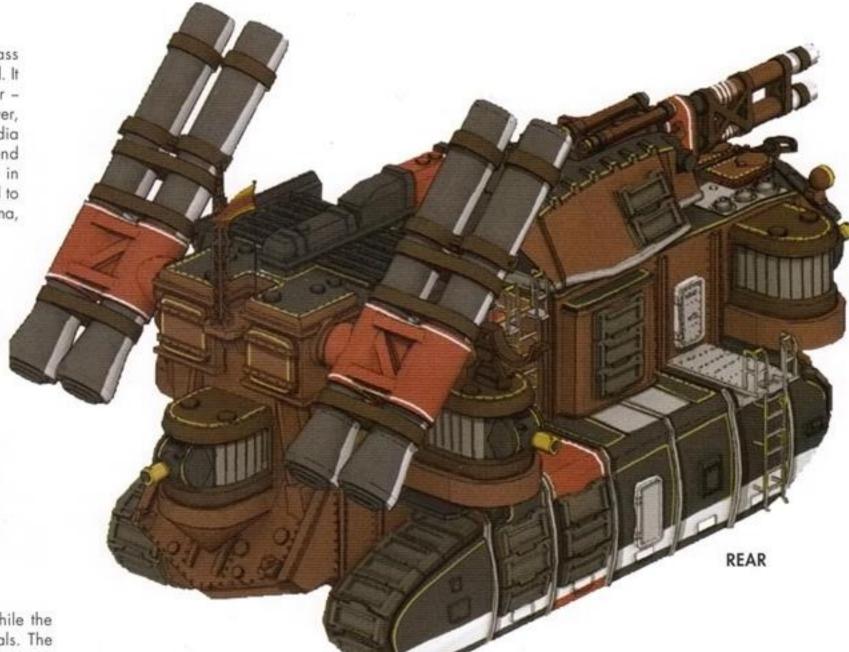
• MAXIMUM SPEED: 17km/h

• ARMAMENTS: Zabot 26 caliber 250mm double-barreled

cannon, Krimm N-320 20 caliber 76.2mm cannon, Krimm N-237 37 caliber 45mm cannon, Uranus 7.62mm turret-mounted tank gun x6, rocket launcher x4



The Echidna was the second Batomys-class massive imperial tank prototype to be developed. It has more tank guns - and thus more firepower than the Batomys. That added weight, however, reduces the Echidna's mobility somewhat. Lydia was in charge of the Echidna's test run, and demonstrated its terrifying destructive power in Mellvere. In October of 1935, Gusurg attempted to destroy Randgriz City by blowing up the Echidna, but his plans were foiled by Nameless.

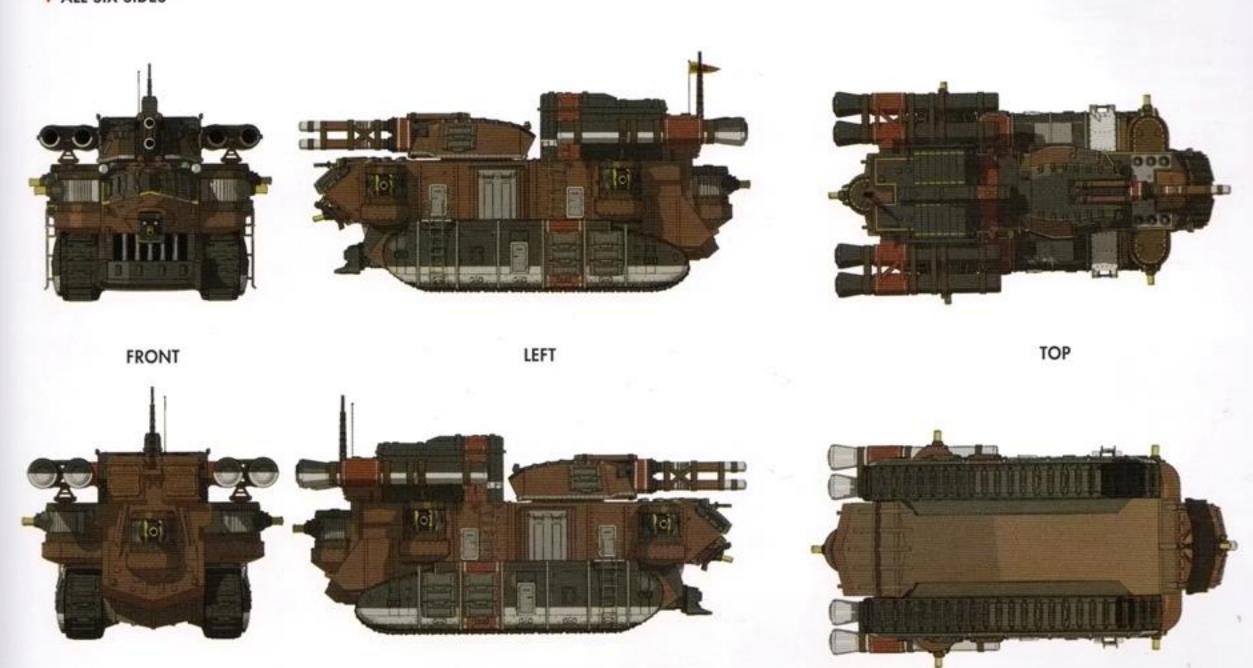


Gallian tanks are named after flowers, while the Empire chose to name their tanks after animals. The echidna is a creature also known as a spiny anteater, while "schakal" is German for "jackal", and "fuchs" is the German equivalent of "fox". (SEGA - Motoyama)

BOTTOM

#### **ECHIDNA DESIGN DETAILS**

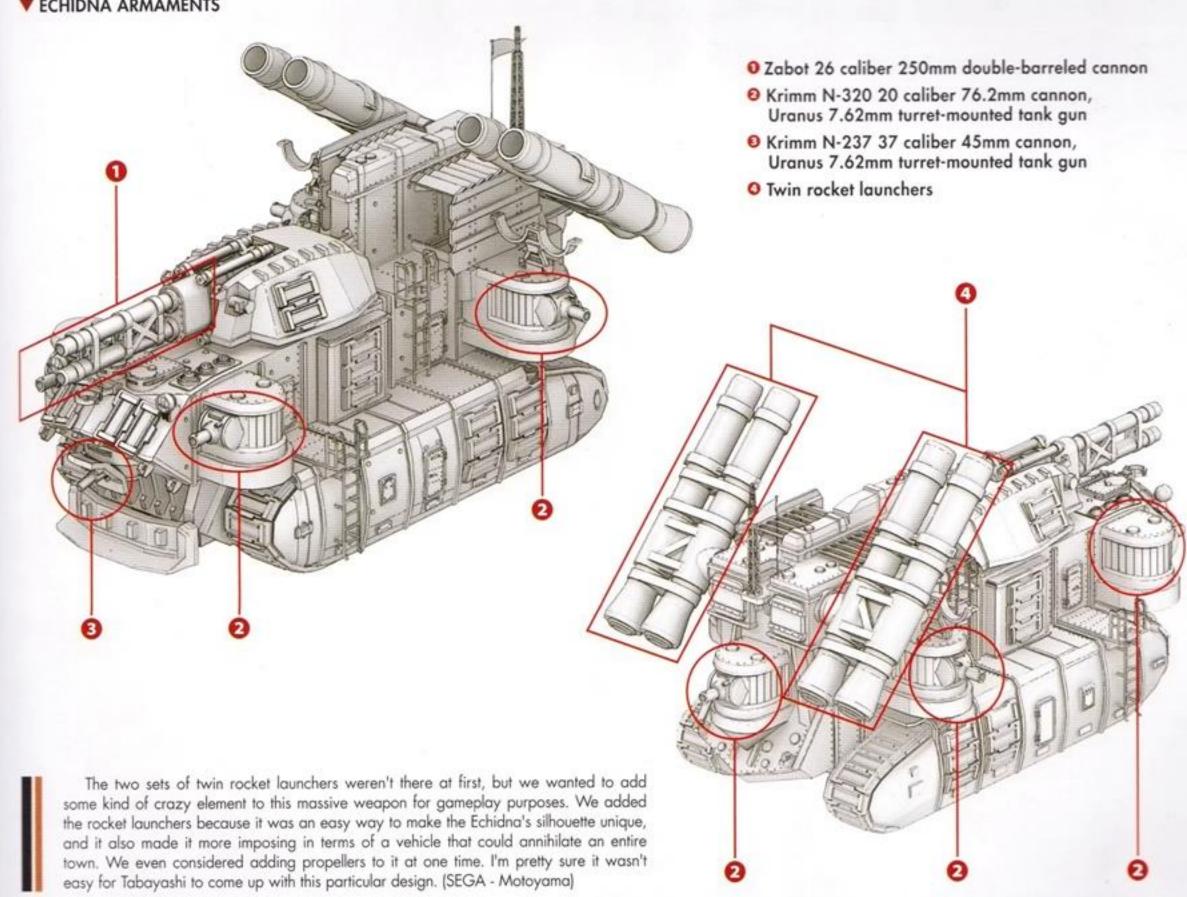
#### **W** ALL SIX SIDES



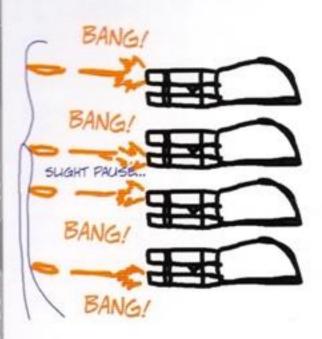
RIGHT

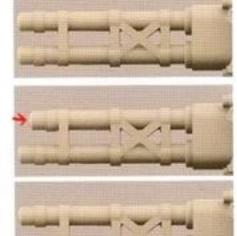
#### ▼ ECHIDNA ARMAMENTS

REAR



#### FRONT MAIN CANNON

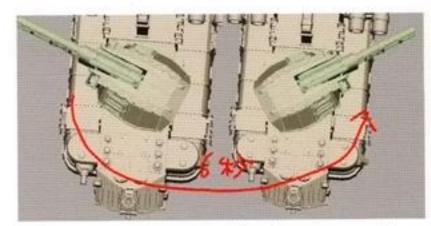




Cannon in normal state.

When firing, the barrel retracts.

The barrels take turns firing, so only one is retracted at any given time.



It takes approximately six seconds for the turret to rotate from one extreme to the other.



This is the maximum vertical angle and takes approximately 1.5 seconds to achieve.

The four rocket launchers fire starting with the barrel on the left, with each adjacent barrel following after a 1.5 second pause. After firing one round, each rocket launcher must be reloaded using a crane. When

not in battle, the rocket launchers are held in place by large clamps.

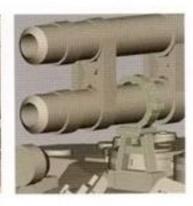
■ ROCKET LAUNCHERS

# The two barrels take turns firing, and can each fire two anti-armor or mortar shells per round.









When not in combat, the cannon is locked into position by clamps.

#### ■ SIDE TURRETS





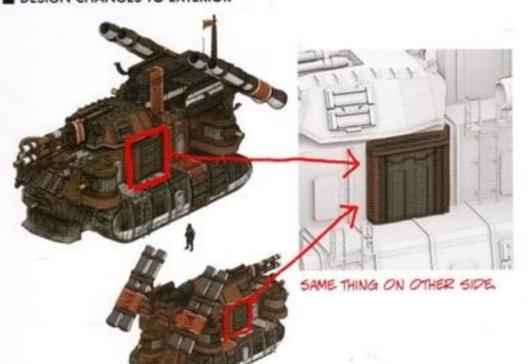




VERTICAL ROTATION



HORIZONTAL ROTATION







ADDED SHADING TO MAKE SHAPE CLEAR. THE FINAL VERSION WILL HAVE SLIGHTLY DIFFERENT COLORS.

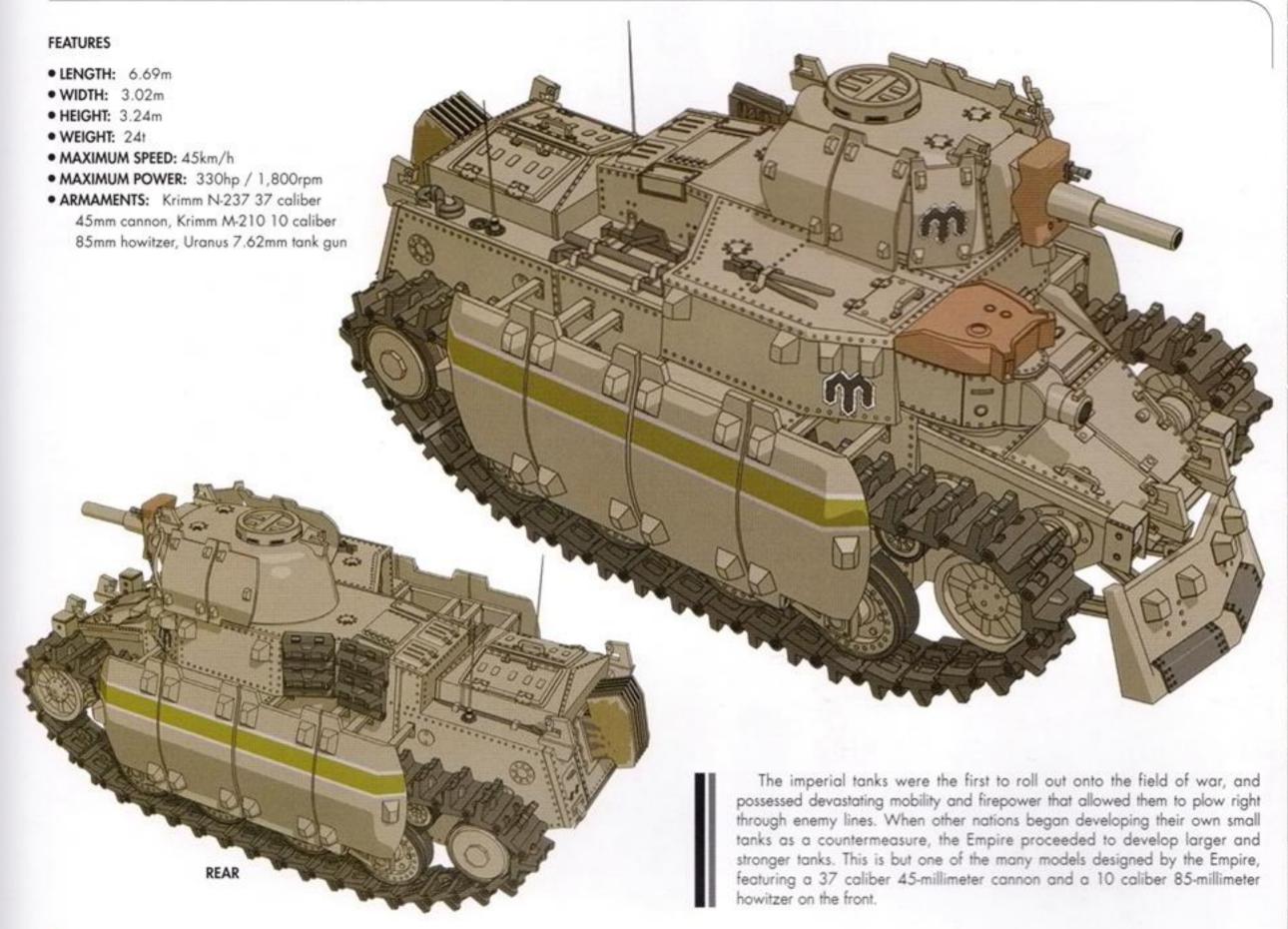




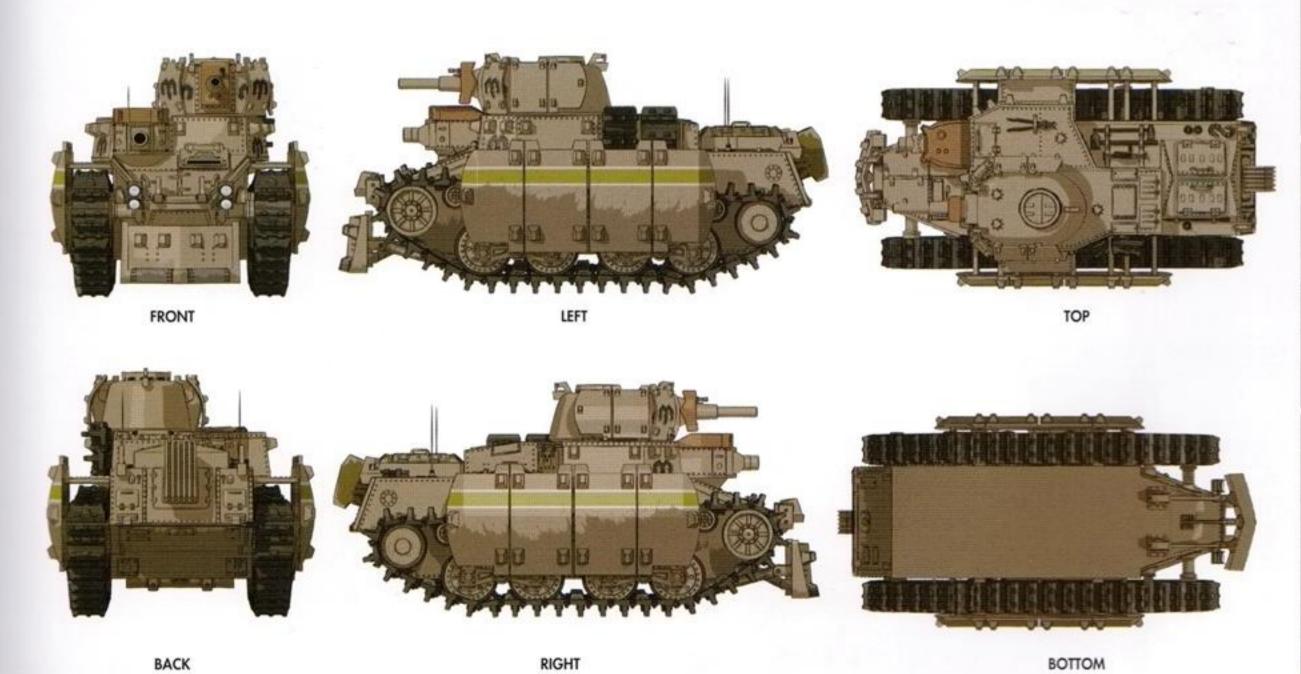


# Imperial Army Vehicles

#### **IMPERIAL TANK**



**▼** ALL SIX SIDES



Valkyria Chronicles 3
COMPLETE ARTWORKS

# Military Items White Medals of the P

This section contains things like signatures, unused emblem designs, and Gallian medals. The signatures for Riela, Imca, Alfons, and Leila weren't used in the actual game, but they offer an interesting peek into the characters' personalities.

# Medals of the Principality of Gallia





**GALLIAN MEDAL OF HONOR** 



ROAR OF THE MOUNTAIN SERVICE MEDAL



GALLIAN MEDAL OF SERVICE



GALLIAN MEDAL OF MERIT



DISCARDED EMBLEM



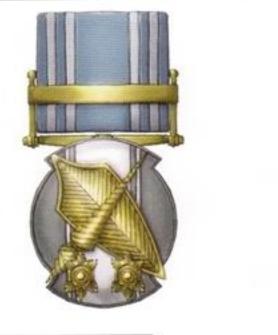
ORDER OF THE HOLY LANCE



**BRONZE ARMS OF GALLIA** 



SILVER ARMS OF GALLIA



**GOLDEN ARMS OF GALLIA** 



**GBS HEROISM AWARD** 



**GBS HUMANITARIAN AWARD** 



#### INFANTRY SERVICE MEDAL



DISTINGUISHED SOLDIER AWARD

TECHNOLOGY EXCELLENCE

NAMELESS CHRONICLES



ARMORED UNIT SERVICE MEDAL



DISTINGUISHED SQUAD AWARD



ARMAMENT EXCELLENCE

MISSION MAP

THE LANCE OF GALLIA

LEADERSHIP EXCELLENCE









RANDGRIZ MEDAL OF HONOR



ROYAL RANDGRIZ CREST OF HONOR



These medals are awarded to those who have earned them through valuable military service. In Gallia, service medals are worn on the left breast. Eisler can be seen wearing the Leadership Excellence medal and the Lance of Gallia. There are three different "Arms of Gallia" medals: bronze, silver, and golden. Even when one soldier is awarded two or more of these medals, however, they only wear the highest-ranking one. The GBS awards come from the Gallian Broadcasting Station, the radio station where Irene from the first game works. Irene is responsible for writing the articles in the Gallia Tribune, which can be read in the game.

There was some debate as to whether medals should even be awarded to a unit like Nameless, since they don't even exist according to official records. It was decided, however, that the achievements system is an important part of gameplay. Our official stance is that these awards are presented to the player, not the characters. (SEGA - Ozawa)

#### **SIGNATURES**

Zart Driving

KURT IRVING

# Alfons Auctoria

**ALFONS AUCLAIR** 

1 Alin 15the

LYDIA AGTHE

Rieby Jarcolis

RIELA MARCELLIS

Leilg Vieroni

LEILA PERON

Ima

IMCA

Dales

DAHAU

Zzg Glis

**GUSURG** 

#### **EMBLEMS**

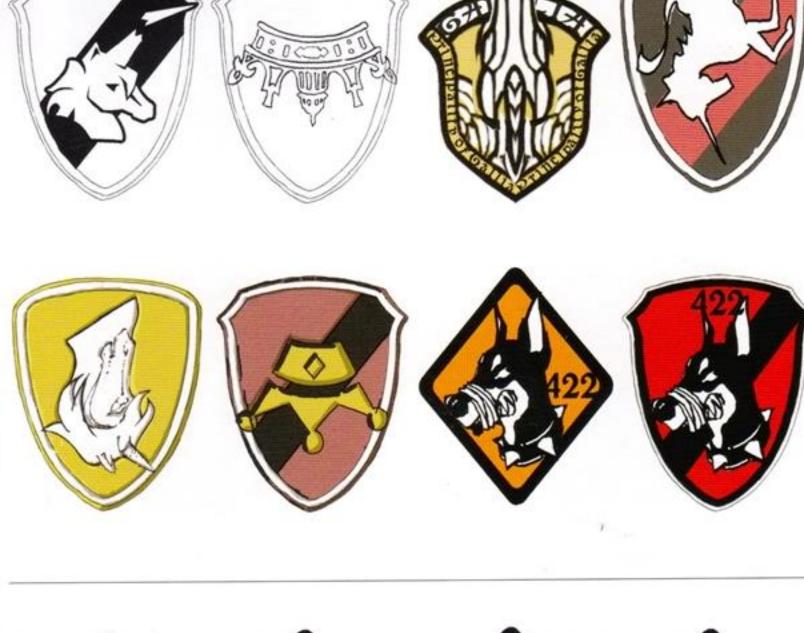
Nameless is a penal military unit, so we considered using imagery like taking Gallia's unicorn and breaking its horn, or simply flipping common Gallian emblems upside down. In order to convey the idea that those in Nameless were in a terrible situation in which they'd most likely be used and abused, we chose an emblem showing a Doberman with its muzzle bound. Calamity Raven's name was born from our desire to characterize the squad as the symbolic dark bird who would torment Nameless. Calamity Raven's emblem shows a raven flying under the symbol of Yggdism. (SEGA - Tabayashi)

#### ■ UNUSED DESIGNS



NAMELESS









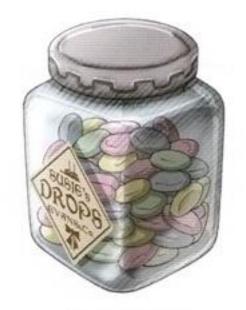




# Miscellaneous

We can see from Imca's letter that she has some surprisingly nice handwriting. Kurt's favorite candy is "Susie's Drops", sold by Exans & Ca. Fields knife used to belong to her adoptive father and is an antique. She cames it with her all the time and believes it to be a lucky charm that keeps her safe.

#### **IN-GAME ITEMS**



**KURT'S CANDY** 



**CANDY JAR LABEL** 



IMCA'S LETTER



**EISLER'S LETTER** 



**DOCUMENTS** 



PILE OF DOCUMENTS



TWO MINEFIELD MAPS



HERR FLORAL CROWN



CHAMOMILE BOUQUET



**EILUSCHE FLOWER** 



FOUR-LEAF CLOVER



RIELA'S KNIFE



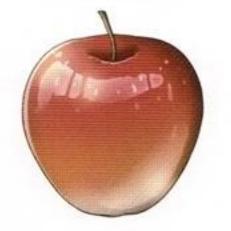
RIELA'S LANCE AND SHIELD (DORMANT STATE)



MILITARY BLANKET



MUSHROOM



APPLE



**OCTOPUS** 



HARD BREAD



**BLOODY GREEN SHIRT** 



CRYSTAL PENDANT



CLARISSA'S PENDANT



PHOTO OF "THE VALKYRIAN HAMMER"



PHOTO OF DAHAU'S WIFE

## **NENDOROID CONCEPT ART**

These images were submitted as concept art for the Nendoroid action figures of Riela and Imca released by Good Smile Company. Riela comes with her knife, Valkyrian lance and shield, and an exclusive weapon known as "Something like Vár" (see page 159). As would be expected, Imca comes with her trusty Vár at her side.





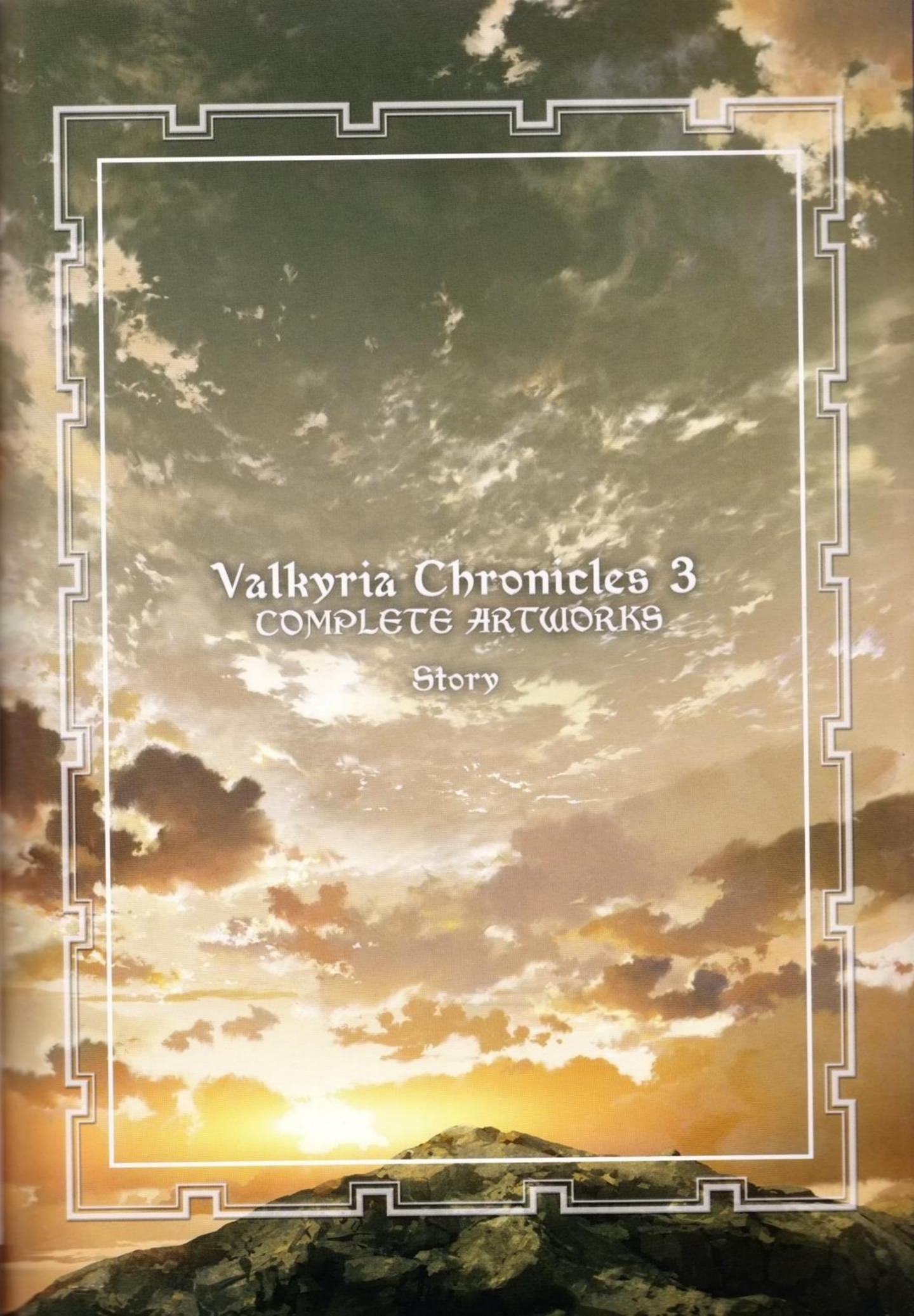
#### TABAYASHI SIGNING BOARD

SEGA's Tabayashi is the art director for the "Valkyria Chronicles" series. Below is a shikishi autographed by Tabayashi, complete with an illustration. The illustration depicts a Nameless tank kicking up dust as it fires away at the enemy. This particular shikishi(signing board) was presented to a "Valkyria Chronicles" fan.



# DOWNLOADABLE WALLPAPER





Chapter 1

# Becoming Nameless

NAMELESS^

04.1935 Vasel Outskirts

# FROM HOPEFUL FUTURE TO PIT OF DESPAIR

One month had passed since Gallia was drawn into battle against the Empire. Gallian forces had been pushed back and were fortifying themselves around the capital city. Kurt Irving was a young officer tasked with leading the forces amassed at Vasel. Even with a squad full of new recruits, Kurt successfully led them to victory against the first wave of imperial troops. Everyone was surprised and impressed by Kurt's accomplishment, so much so that Major General Eisler himself took notice of Kurt. Then one day in April, Kurt was suddenly faced with charges of treason and transferred to the penal military unit Nameless without even getting a chance to protest the false accusation. When Kurt joined Nameless, all he saw was a ragtag group of unlawful misfits who could just barely be called a squad. Nonetheless, Kurt hoped he could get a pardon for his supposed crime by whipping Nameless into shape.





# A PROMISING OFFICER

Having graduated from the prestigious Lanseal Royal Military Academy at the top of his class, Kurt was a young officer with a bright future ahead of him. In his battle against the Empire's 14th Armored Unit, Kurt showed leadership qualities beyond any of his superiors' expectations and won a key victory for Gallia.

# THE PENAL MILITARY UNIT NAMELESS

After the battle, Kurt witnessed a group of soldiers, all in black uniforms, grieving over the loss of their former leader. Squad 422 of the Gallian Army, better known as "Nameless", was a squad that most military officers considered to be disposable. The members of Nameless were required to address each other by their assigned numbers instead of their names.



# MEETING EISLER

By achieving a brilliant victory, Kurt caught the eye of Major General Eisler. Unfortunately, Eisler came to view Kurt as a threat when he unknowingly picked up an incriminating letter addressed to Eisler. In order to get rid of this perceived threat, Eisler secretly framed Kurt for treason.



# WRONGFULLY SENT TO NAMELESS

Kurt had no idea that the letter he picked up might expose Eisler, and so he certainly couldn't figure out how or why he had been accused of treason. Still, he was sent off to Nameless and greeted by the officer in charge, Ramsey Crowe. At first, Kurt was taken aback by Crowe's nonchalant and utterly unmilitary attitude.



# IMPOSSIBLE TO REASON WITH

Nameless was a squad beyond anything Kurt could have imagined. The first member Kurt met was No. 13, who held a knife to his throat, and the next member he met was No. 1, who completely ignored him. The only person to greet and speak to Kurt in a normal fashion was No. 6, the squad leader.





# THE FIRST VICTORY FOR NAMELESS

Kurt dealt with his frustrations about the situation in his own unique way: by munching on some of his favorite candies. With a handful of Nameless by his side who weren't totally against the idea of mobilizing under Kurt's leadership, he managed to successfully complete his mission. Despite this success, however, the Gallian Army's regular soldiers still viewed Nameless with obvious scorn.

# **UNCOOPERATIVE SQUADMATES**

No. 6 explained to Kurt that they did not have an official squad leader at the moment, and suggested that Kurt take over. Kurt agreed and proceeded to relay Crowe's latest orders to everyone, but there was an understanding within Nameless that only a person accepted by the majority of the squad could take command, and Kurt was thoroughly rejected.



Chapter 2

# The 72-Hour Battle

72時間の戦い

04.1935 Aslone

# FIGHTING TO EARN HIS SQUADMATES' TRUST

Having successfully defended the capital city, Gallia's armed forces were busy fighting numerous skirmishes on the back foot in both the northern and southern regions of the country. The army hoped to use this time to gain back more ground in central Gallia, so Nameless was sent in to reclaim Aslone. What's more, Nameless was ordered to use guerrilla tactics in order to regain Aslone within 72 hours; a seemingly impossible task. Thinking that this was the best chance to earn everyone's trust, Kurt and No. 6 (Gusurg) convinced Nameless to let Kurt lead them on this mission. Performing to their maximum potential under Kurt's expert leadership, the Nameless successfully reclaimed Aslone for Gallia within the allotted 72 hours. The members of Nameless finally acknowledged Kurt's abilities and agreed to accept him as their leader. Kurt even got No. 1 (Imca) to accept his leadership by making a certain promise. At last, Nameless was united under Kurt.



# **DISPELLING THE CURSE**

Kurt found out that Riela was plagued by the cruel nickname "Grim Reaper" because all of the squads she had previously been assigned to died in battle, with Riela as the only survivor each time. In order to free Riela of this curse, Kurt took her out onto the battlefield with them and safely brought everyone back not only alive, but as the victors. To Kurt, this course of action was merely the most efficient and practical means by which he could dispel this nonsense surrounding Riela, but it meant much more to her.



# NEGOTIATING WITH NO. 1

Imca refused to open up to anyone, making her the biggest source of trouble for Kurt, but she was also the best fighter in the entire squad. Catching on to the fact that she had a personal vendetta, Kurt promised to help Imca achieve her personal goal if she would lend her abilities to the squad. Imca accepted these terms.







# Chapter 3: The Calamity Raven

Chapter 3

# The Calamity Raven

災いの鴉

05.1935 Vasel Outskirts

# FIGHTING ALONGSIDE FUTURE HEROES

Gallia's counterstrike plans weren't meeting with much success. Though the brave soldiers in the 3rd Regiment had managed to hold the defensive line in central Gallia, they were slowly being pushed back by the sheer numbers of imperial soldiers bearing down upon them. The higher echelons of the Gallian Army were afraid to send in reinforcements, as any additional troops would have to travel through a minefield. Therefore, they were quick to decide that the disposable Nameless should be sent in. With a map to guide him through the minefield, Kurt managed to lead his squad through safely and met up with the 3rd Regiment. Captain Varrot recognized Kurt's abilities right away and agreed to the plan he suggested, which involved a diversion. Varrot ordered the 3rd Regiment's best platoon, Squad 7, to partner up with Nameless for the mission. The plan worked brilliantly, and the imperial troops were quickly forced to retreat. This victory offered a major boost to the Gallian forces' morale.





# TRAMPLING GALLIA

Maximilian was in command of the imperial forces invading Gallia, and it was his intent to conquer Gallia swiftly in one devastating blitzkrieg. Unfortunately for Maximilian, his officers were met with an unexpected level of resistance on every front. Though it was clear that the Empire was still in a dominant position, Maximilian's plan seemed to be coming apart at the seams.

# THE IMPERIAL DARCSEN SQUAD

During its mission, Nameless came across an enemy squad that was comprised entirely of Darcsens. Nameless managed to chase them away, but Kurt could sense that they were a serious threat. What he didn't yet know was that Calamity Raven would turn out to be the greatest enemy Kurt would face in this war.



# **DEFENDERS OF GALLIA**

Squad 7, who fought alongside Nameless for this mission, had already become quite famous for their role in turning the tide of battle. Skilled yet humble, Squad 7 proved to be a pleasant group of people, and Nameless would not soon forget their encounter. The squad's leader, Welkin, had a particularly lasting influence on Kurt.

Chapter 4

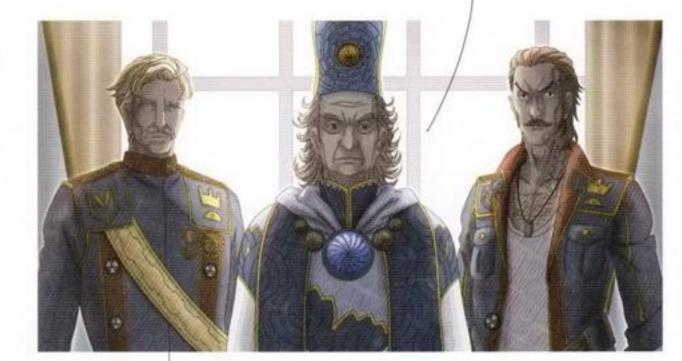
# Escort Cardinal Borgia

ボルジア枢機卿護衛作戦

05.1935 Imperial Border

# A TOP-SECRET MISSION DEMANDING SUCCESS

It was mid-May, and the imperials had just about conquered Fouzen when Kurt received a top-secret mission directly from Eisler. Their mission was to escort the Yggdist Cardinal Borgia, who had been secretly visiting Gallia, back to imperial territory without being discovered by Maximilian's forces. Kurt was told that doing this would promote peace, though it would be a difficult mission because Maximilian disliked Borgia and would be attempting to capture him. Nameless made it safely through enemy lines and was just one step away from the border when they were ambushed by Calamity Raven. Nameless was cornered, and all seemed lost until Borgia stepped up to negotiate for their lives in exchange for his surrender. It was a humiliating moment for Nameless, and an unforgivable failure.



# **ESCORTING A RELIGIOUS OFFICIAL**

Being a mission of great importance, Eisler personally handed Borgia over to Kurt. What Kurt didn't know at the time was that Eisler, Borgia, and Calamity Raven were working together behind the scenes.



# THE YOUNG DARCSEN

While on duty, Kurt happened to help a young Darcsen named Zeri who was being accused of theft. Zeri had always thought that all Gallians viewed Darcsens with scorn, but Kurt's strong friendship with Gusurg shook Zeri's preconceived notions to the core.



# NO. 1'S UNEXPECTED WEAKNESS

Kurt had come to respect Imca's independence and admired how she was always so calm... until he discovered something rather unexpected. Imca nervously declined when Kurt offered her some coffee, and when Riela tried to make the coffee more palatable by adding some milk, Imca seemed downright terrified by it. This was how they discovered that Imca had some unique dietary restrictions.

# The Forbidden Operation

禁じられた戦い

05.1935 Yuell

# AN ENCOUNTER MADE POSSIBLE BY A DEPLORABLE MISSION

Eisler preferred not to have the failure regarding Cardinal Borgia's escort too widely known, so it was swept under the rug. Meanwhile, the Gallian forces had lost Fouzen to the Empire and were now focusing their efforts in central Gallia. Nameless was sent to the town of Yuell in south central Gallia to help reclaim it from the imperials. Their mission briefing ordered them to disguise themselves as common civilians in order to infiltrate the town and perform acts of sabotage, a tactic that was against the law. Fortunately, by the time Nameless got to Yuell, the imperials had forced all of the civilians out of town, so there was no reason for the squad members to disguise themselves. Kurt changed the mission plan and infiltrated Yuell with the help of some of the town's residents. Nameless destroyed the town gate, allowing the Gallian Army to charge in. Afterward, Nameless received word that a nearby town called Mellvere was under attack by imperial forces, and the squad rushed to defend Mellvere. Once there, Nameless successfully chased away the massive tank known as the Echidna.







# THE GIRL FROM YUELL

Cosette was a girl from Yuell who was working hard tending to the wounded at the Yuell refugee camp. Cosette strongly wished to win Yuell back from the Empire, so she was willing to risk her own safety to help get Nameless into the town. The intelligence Nameless used to infiltrate Yuell was knowledge that only a local could have provided.



# THE PASSIONATE YOUNG MAN

Immediately after the battle at Yuell, Nameless was approached by a young man named Avan. He had come from Mellvere to ask for help, and guided Nameless back to Mellvere where they managed to defeat Calamity Raven's massive tank, the Echidna.



# A BRIEF RESPITE

Kurt and Riela were put in charge of buying supplies for Nameless, and Riela quickly grew tired of chasing after Kurt with her arms full of supplies as he efficiently purchased all that they needed. Riela was a bit grumpy during the whole ordeal until Kurt finished off their shopping trip by buying a gift for her, at which point she instantly regained her good mood.

# Chapter Infiltrate Imperial Territory

帝国领、侵入

06.1935 Imperial Territory

# INTO THE EMPIRE AND NO. 1'S HOMETOWN

By the end of May, the Gallian forces had freed southern Gallia, reclaiming Yuell and the supply center near the Kloden Wildwood. With no supplies coming in from their previouslyannexed supply center, the imperial forces in central Gallia quickly lost their momentum. Those in command of the Gallian forces saw this as the best opportunity to force the imperials into the northern region of Gallia. In mid-June, Nameless was ordered to destroy a supply center within imperial territory that was providing supplies to imperial troops in southern Gallia. Since Gallia has always been a politically neutral nation, it was against the law to initiate a fight in foreign territory. That is exactly why this mission was meant to be kept a secret. Nameless made quick progress into imperial territory, as they had one among them who knew the terrain well. After destroying the supply center, Nameless safely returned and the imperial troops were forced to pull out of southern Gallia.









# **MEMORIES OF TILUCA**

The mission was going to take Nameless close to where Imca's hometown Tiluca used to be. Imca found an Eilusche flower, the symbol of her hometown, and spent some time reflecting on the past. After Imca left, General Selvaria of the imperial army also happened upon the same flower. If Imca had stayed just a little longer, she would have come face to face with the person she sought.

# THE DESTROYER OF HOMES

It was Selvaria who had used her Valkyrian powers to destroy Tiluca. Imca was the only survivor of the devastation, and she willingly joined Nameless to gain military training in hopes of avenging her hometown someday.



# **IMCA'S TRAUMA**

Imca and Kurt were out gathering herbs when they struck up a conversation about their pasts. Imca spoke of how she had spent a long time surviving alone in the wild, living off of the edible bounty of nature. Kurt figured out that Imca's unique dietary restrictions were rooted in this phase of her life. Shortly after Imca was done speaking, she spotted a mushroom and was beside herself with terror. Only Imca herself knows what exactly transpired between her and those mushrooms.

# Chapter 7: Win a Vacation

Chapter 7

# Min a Vacation

休暇を掴み取れ

07.1935 Northeastern Shore

# THE NAMELESS GROW CLOSER DURING THEIR FIRST VACATION

After so many harsh missions, the morale within Nameless was dwindling. Kurt approached Crowe to ask for a vacation, and was told they could have one if they succeeded at Operation Roar of the Mountain. Working alongside Squad 4 of the Gallian Militia's 3rd Regiment, Nameless pulled off a brilliant decoy tactic and took an imperial encampment with minimal troops. The exhausted Nameless fully enjoyed the beach vacation they earned, but were ambushed by Calamity Raven on the way back. Dahau claimed that he only wished to measure Nameless' strength for himself, and left the scene without killing anyone. This was a harsh slap in the face for Kurt.





# LANSEAL'S TOP STUDENT

On the way to their next mission, Nameless witnessed some students from Lanseal Royal Military Academy fending off imperial troops. Together with the students' leader, Juliana, Nameless succeeded in defeating the imperials.



# THE SCARLET LION

When Nameless was fighting to free an encampment in the mountains, it was clear that the imperials had the upper hand in terms of both terrain and numbers. However, Kurt's bold plan – coupled with the militia's famed Leon – was enough to win the day for Gallia's defenders. After the battle, Kurt and Leon took the time to praise each other's accomplishments.



# BONDS FORGED ON THE BATTLEFIELD

Having made it through countless missions together, confidence and trust could be seen blossoming within Nameless. Their spirits were high as they enjoyed their vacation, until they were crushed immediately afterward by Calamity Raven. Dahau spoke of his dream to create an independent Darcsen nation, an idea that struck a chord with the Darcsens in Nameless, particularly Gusurg.

# Saving the Evacuees

避難民救助作戦

07.1935 Borger

# FRUITLESS EFFORTS, LOST LIVES

Early in July, Maximilian lost his prized tank, the Batomys, in a battle against Welkin and Squad 7. The imperial forces had lost a significant amount of momentum, but Gallia had yet to find that one foothold that would secure their victory. Meanwhile, Nameless received orders to head to the northern town of Borger, where they were to assist refugees. The Empire was known for mercilessly killing civilians, so Nameless suffered through a forced march across snowy mountain terrain in order to get to Borger in record time. The imperials had taken control of the town's bascule bridge, but Nameless took it back and raised it to prevent imperial reinforcements from arriving. Unfortunately, a group of Darcsens had been caught on the other side when the bridge was raised. Nameless quickly attempted to lower the bridge to allow the Darcsens to escape, but the Gallian Army stopped them, saying that lowering the bridge would risk allowing imperial troops across as well. In the end, the bridge was not lowered and those Darcsens were slaughtered in plain sight.







# KEEPING WARM IN THE SNOWY MOUNTAINS

A mission to aid refugees was something that most people found worthwhile, and the members of Nameless seemed to be in relatively good spirits as they trudged across the snowy mountains. Kurt took this time to build relationships between the people in Nameless, and it is said that he personally grew closer to either Riela or Imca, though it is unclear which.



# THE DISCARDED DARCSENS

The Gallian Army had forced Nameless to leave the Darcsen civilians to their grisly fate. Gusurg was outraged and passionately spoke out against this order, while Kurt did everything he could to calm Gusurg's rage. It was clear, however, that even Kurt was not happy about the Gallian Army's decision. After this incident, Gusurg became increasingly vocal about his displeasure and an uncomfortable air began circulating within Nameless.



Chapter 9

# Assassinate Maximilian

マクシミリアン暗殺

07.1935 Ghirlandaio Fortress

# A RECKLESS PLAN BRINGS BACK HORRIFIC MEMORIES

It was mid-July when both sides of the war had extended themselves as far as they could, and the battlefield grew quiet in a stalemate. In hopes of ending the war once and for all, the higher echelons of the Gallian Army decided to send Nameless in to assassinate Maximilian. It was a reckless plan, one that basically ordered Nameless to go on a suicide mission. However, Maximilian was located in Ghirlandaio Fortress and there were relatively few soldiers guarding it at this time, so there was a chance for success, however slim. Kurt and the others managed to get past Jaeger's group, who was preparing to mobilize. It seemed like Nameless had a real chance of pulling off the assassination, but in the end the squad was confronted by Selvaria with her Valkyrian power in full force, and Nameless had no choice but to retreat.





# LIVING LEGEND

Nameless almost got to Maximilian, but he had Selvaria as the ace up his sleeve. Kurt and most of the other Nameless had never seen a real live Valkyria before, but the sight of their legendary blue flame brought terrible memories rushing to the forefront of Imca's mind, and she fell into a state of panic.



# **UNWANTED POWER**

The imperial researcher Foerster just happened to be at Ghirlandaio Fortress and recognized Riela as a Valkyria. Out of pure scientific curiosity, Foerster provided Riela with the lance and shield she would need to awaken her Valkyrian powers. Though the lance and shield did activate for Riela, she was only able to use a portion of her special powers, and this disappointed Foerster greatly. Though Foerster decided to leave the lance and shield with Riela, the newly-awakened Valkyria feared her unknown power more than anything and loathed its apparent destructive abilities.





# Discord

不協和音

07.1935 Zwolle

# DISAPPOINTED IN HIS COUNTRY, A FRIEND DEPARTS

Outraged that they had allowed the enemy to get so close, the imperials reinforced their defensive line at Ghirlandaio Fortress, which in turn slowed their ability to reform their front line. The Gallian Army took this opportunity to move forward with their plans to retake northern Gallia. Nameless was assigned to aid in these efforts at Zwolle, and a mysterious shell was prepared for use on the battlefield. As it turned out, the mystery shell contained a poisonous gas. The plan was to blame Nameless for the use of this forbidden weapon. Gusurg had realized this before the battle and, after destroying both the shell and the tank meant to fire it, left the Gallian forces for good. As a result of Gusurg's actions, Nameless was saved from the horror of using the despicable shell, but was also unable to provide aid to allied forces without their tank. The Gallian forces suffered a disastrous defeat.





# CONSERVATIVE PATRIOTS

Baldren, a valiant elite officer in the Gallian Army who harbors an intense hatred of Darcsens, was in charge of the mission at Zwolle. He was not aware of the truth behind the poisonous gas incident and, following the mission, he proceeded to rebuke Nameless and condemn its commanders.

Chapter 11

# Stirrings

胎動

07.1935 Barious Desert

# A LEGENDARY POWER TO OVERTURN THE CRISIS

Baldren's harsh condemnation of the Gallian commanders drained his troops of what little leadership they might have had left. The only saving grace was that the war was still in a state of stagnation, so the front lines were not heavily affected. Amid the chaos, Eisler decided that he needed to eliminate Nameless altogether to avoid having his dark schemes brought to light. Giving Nameless fake mission orders, Eisler sent the squad out into the Barious Desert, where he was sure there would be no witnesses to what was about to occur. When Nameless arrived, they were ambushed by the Gallian Army, which was under secret orders from Eisler to eliminate Nameless. Nameless was completely outnumbered and all seemed lost until Riela unleashed her Valkyrian power. Just the sight of a legendary Valkyria was enough to eradicate the Gallian Army's will to fight. The Nameless had survived the trap, but they were now labeled rebels and pursued by their own people.





# FOR THE SAKE OF OTHERS

Riela had been denying her Valkyrian powers because she was afraid they would cause others to view her with even more apprehension than before. When Nameless was cornered by the Gallian Army, however, Riela made the decision to unleash her powers in order to save her friends. Everyone in Nameless understood how difficult this decision was for Riela, and showered her with praise and gratitude.

188

Discord

Chapter

# Chapter 12: Unpredictable Defection

Chapter 12

# Unpredictable Defection

明日見えぬ逃亡

07.1935 Yuell

# FORGING BONDS IN A HOPELESS SITUATION

Nameless headed to Yuell seeking supplies and rest. Having failed to eliminate Nameless, Eisler met with Borgia to discuss their options. It was Eisler's hope that siding with Borgia would guarantee his safety as well as Gallia's continued survival. Borgia was admired by many as a man of good character, but in truth he harbored dark ambitions and sought to manipulate Eisler and Calamity Raven into extending the war, in hopes of gathering more followers for his religion. Borgia agreed to send Calamity Raven out to eliminate Nameless and the threat they posed. Gusurg was now a member of Calamity Raven, and it was he who attacked Nameless in Yuell. Nameless managed to survive Gusurg's attack, and swore an oath to one another that they would continue to fight for Gallia even though they had technically been freed of their obligation to the Gallian Army.



# VISITATION AND COMPASSION

The members of Nameless had decided that Riela needed some real rest, as she had overexerted herself by using her Valkyrian powers. When Kurt visited Riela, the usually practical and logical Nameless leader showed true consideration and compassion for her, which meant a lot to her.

# A NEW FRIENDSHIP BLOSSOMS

Imca had been traumatized by having a Valkyria decimate her hometown, so when she saw Riela unleash her Valkyrian powers in the Barious Desert, Imca impulsively attacked her. Imca had been berating herself for her weakness ever since, but Riela assuaged Imca's guilt with sincere and kind words. This interaction laid the foundation for a solid friendship between the two women.



# FOR THE FUTURE OF DARCSENS

Having left Nameless, Gusurg decided to join Dahau, who seemed to be guided by the same ideals as he. Since Gusurg had intimate knowledge of how Nameless functions, Dahau assigned him the task of attacking Nameless at Yuell. Lydia, however, was suspicious of Gusurg's motives and refused to give him the proper number of troops. As a result, Gusurg was defeated by Nameless.





Chapter 13

# Desperate for Replenishments

補給を求めて

08.1935 Mellvere/Anthold

# THOSE WHO WOULD AID FUGITIVES

Early in August, the stagnant war began to show signs of movement. The Gallian forces positioned in central Gallia succeeded in reclaiming two more towns and pushed the lines farther north. After this shift, the idea of regaining Fouzen in northern Gallia became more of a reality. Meanwhile, after leaving Yuell, Nameless had stopped at Mellvere in hopes of replenishing their supplies. Unfortunately, Eisler had sent more Gallian troops to intercept Nameless, and they were forced to flee Mellvere without getting their supplies. Desperate and nearly out of options, Nameless made its way to Anthold, only to be attacked by Calamity Raven. After escaping from the deadly Darcsen squad, Nameless received word from Crowe letting them know that he had been disciplined for the "rebellious actions" supposedly taken by Nameless, and was now doing everything he could to aid them.





# **FEAST OF ALL SPIRITS GIFT**

While Nameless was on the move, the Feast of All Spirits took place. The Feast of All Spirits is a special day when people give gifts to those they care about. Though Kurt rarely paid any attention to these kinds of events, Valerie advised him to be more considerate of others' feelings. Taking this sage advice, Kurt made sincere attempts to show the other Nameless how much he cared.

Chapter 14

# 升11 for Gallia

ただ、ガリアのために

08.1935 Northern Mining Region/Randgriz

# THEY KEEP THEIR ASPIRATIONS HIGH, EVEN ON THE RUN

With Crowe's help, Nameless was able to get all the supplies they needed before taking a sea route to northwestern Gallia in order to hide their tracks. When they heard that Gallian forces were going to attempt to reclaim Fouzen, Nameless moved in to clear out some of the imperial forces stationed in the surrounding mining region. The actual attack on Fouzen, led by Welkin and Squad 7, was a resounding success. The excitement and good cheer were short-lived for Nameless, however, as Gusurg quickly figured out that they were responsible for clearing out the imperial forces around Fouzen. Calamity Raven attacked Nameless and, while they were locked in battle, Gusurg mentioned something that hinted at the imperial forces moving in on Randgriz while its defenses were thinned. After defeating Calamity Raven, Nameless quickly made its way to Randgriz, where the squad managed to prevent Dahau from invading the capital city.





# COMMEMORATIVE PHOTOGRAPH

In order to leave some kind of evidence that they had continued to fight even while considered fugitives by the very people they were trying to protect, Nameless took this snapshot before going into battle. By liberating the mining region from the Empire, Nameless personally witnessed the atrocities inflicted on Darcsens by the imperials. This allowed for a deeper level of understanding toward Gusurg and the other Darcsens who were fighting so hard for their people's independence.

# Chapter 15: The Clash at Naggiar

Chapter 15

# The Clash at Naggiar

ナジアル会戦

09.1935 Naggiar Plains

# BEHIND THE SCENES OF THE MAIN BATTLE

Toward the end of September, the imperial forces had been pushed into northeastern Gallia, and were amassing their remaining troops at the Naggiar Plains to prepare for what could be the final battle. The Gallian Army was obviously outnumbered, and a straight head-to-head battle against the imperials was not in their favor. However, the gauntlet had been thrown down and Gallia accepted the challenge, thus marking the beginning of the massive battle on the Naggiar Plains. At first, both sides gained and lost equal footing, and little to no progress was made either way. The situation changed dramatically, however, when Selvaria stepped up to the front line. Selvaria used her Valkyrian powers to deal a devastating blow to the Gallian forces. Dahau used the ensuing chaos as cover and struck at Nameless, who had also arrived at the Naggiar Plains. Fortunately, Nameless managed to defeat Dahau's forces, just as the Gallian Army won a miraculous victory when another Valkyria stepped forward to face Selvaria.





# **GALLIA'S SAVIOR**

The second Valkyria was none other than Alicia from Squad 7. This was the first time her Valkyrian powers had awakened, so she appeared to be fighting in a trance-like state. Though Riela was acquainted with Alicia, she would never know that Alicia was the Valkyria who saved Gallia.





Chapter 16: Over that

Bridge | Chapter

The Court Martial

# **NO REGRETS**

After their victory at the Naggiar Plains, it seemed that nothing could break the Gallian Army's momentum. All of the imperial troops within Gallian territory had retreated back to Ghirlandaio Fortress, their central command center. The Gallian forces were aware of the way the imperials had massacred Darcsens when Fouzen was reclaimed, so they chased after the imperials to prevent them from taking tactical

locations or committing sabotage. Meanwhile, Nameless was attacking every imperial in sight in order to protect any civilians caught in the crossfire. When Nameless arrived in Borger, the squad discovered a small detachment of Gallian troops who had been surrounded by imperials and left to die. The Gallian troops were cornered, but the Nameless Valkyria stepped in and saved them.



# THE POWER TO PRESERVE LIFE

Previously, Nameless had been forced to watch the slaughter of Darcsens in Borger, and they were once again faced with a situation where allied forces were about to be massacred. Refusing to be left powerless and wallowing in regret yet again, Kurt ordered a risky rescue mission. Riela, who still loathed her supernatural abilities, willingly unleashed her Valkyrian powers for the purpose of preserving life.

Chapter 17

# The Court Martial

軍法会議

10.1935 Randgriz

# THE TRUTH GETS ITS DAY IN COURT

Immediately following the battle at Borger, Kurt received communications from Crowe asking for an escort into Randgriz City. Apparently, Crowe had discovered some evidence that would reveal Eisler's schemes. Knowing that Crowe's evidence would seal his fate, Eisler had sent people out to eliminate Crowe, but Nameless managed to escort him safely past all of the threats. Once within the military court's secure walls, Crowe proceeded to present evidence bringing to light Borgia's dark plot and Eisler's involvement with it. Crowe also revealed how Eisler had framed Nameless, and as a result, the Gallian Army stopped pursuing the squad.





# Harter Duel Under the Moonlight

月夜の決闘

10.1935 Ghirlandaio Fortress

# PUTTING EVERYTHING ON THE LINE FOR REVENGE

Early in October, Eisler was formally charged and Nameless was reinstated. Imca was still obsessed with seeking vengeance against Selvaria, but she knew that such personal vendettas would cause trouble for Nameless after the squad was reinstated, so she rushed off alone to Ghirlandaio Fortress to settle the matter then and there. Once Kurt and the others realized what Imca was doing, they attacked Ghirlandaio Fortress to provide cover for Imca's actions. Imca got her chance to challenge Selvaria, but was easily defeated. Instead of killing Imca, Selvaria offered to return her to Kurt as long as Nameless would withdraw from Ghirlandaio Fortress. Soon after Nameless left the fortress, the Gallian Army attacked the very same location on October 7th, and Squad 7 played a vital role in the fortress' capture. Selvaria was taken prisoner during the army's attack, but the very next day she self-destructed in order to wipe out the Gallian troops gathered at the fortress.





# THE BURDEN OF LIVING

Imca had lived most of her life for one purpose: avenging her hometown. With Selvaria dead, Imca would never fulfill that purpose, and she could not stand the pain of living with that knowledge. Devastated and without direction, Imca attempted to take her own life.



# THE DECISION TO LIVE

Kurt managed to stop Imca from killing herself by pointing out that he had once promised to join her in her quest to avenge her hometown. From Kurt's point of view, this meant that if Imca killed herself, Kurt would have to kill himself too. This unusual logic was enough to stay Imca's hand, and Kurt's actions had affected her so deeply that she addressed him by his name instead of his number for the first time.

# Chapter The Final Battle at Randgriz

ランドグリーズ決戦

10.1935 Randgriz

# ONE GOAL, TWO PHILOSOPHIES

On October 7th, Maximilian plowed his massive land-based battleship, the Marmota, directly into Randgriz City. The Gallian forces were unable to stop Maximilian's charge, and the Marmota struck straight into the heart of the capital city. Meanwhile, Borgia knew that if Eisler's confession ever reached the authorities within the Yggdist organization, he would be expelled from the order. Borgia promised Dahau that an independent Darcsen region would be

established if Calamity Raven could successfully destroy Randgriz City, and Eisler with it. While Dahau refused to commit mass murder as a means of achieving his goal, Gusurg was willing to make that personal sacrifice. Nameless caught wind of Gusurg's mission and fought its way through countless enemies in order to catch up with him. Nameless made it just in time to stop Gusurg and prevent the explosion that would have devastated Randgriz City.



# THE RIGHT TO BE HAPPY

Riela was deeply shocked when she found out that Selvaria had used her Valkyrian powers to self-destruct, taking countless other lives with her. Falling into a deep depression, Riela was convinced that, as another Valkyria, she had no right to be happy until Kurt insisted that he would ensure her happiness.

# **UNDERSTANDING** HER MAN

Lydia had always been guided by her greed and had never been loyal to anyone but herself. She did not allow herself to be tied down by tiresome things like morals and ideals, thinking that only a fool would let such things control their actions. When Gusurg forced her to take action for his ideals, however, Lydia sensed something similar between Gusurg's pursuit of his ideals and her own devotion to her personal desires. That was the moment when Lydia decided to live her life for someone other than herself.





# ALL FOR THE BIGGEST JERK IN THE WORLD

Despite her feelings for him, Lydia insisted that Gusurg was the biggest jerk in the world. When he left for Randgriz City in hopes of triggering a massive explosion, Lydia willingly put her life on the line to delay Nameless for as long as possible. Lydia died in battle against Nameless, but even in death her face showed nothing but contentment.



# BETWEEN FRIENDS

Gusurg had taught Kurt what it meant to walk alongside his comrades, while Kurt had taught Gusurg what it meant to be unflinching in one's pursuit of their ideals. The two men faced each other with the deepest level of respect for one another, and they knew their battle would determine the fate of Randgriz City. This battle was an intense one, fought between two true friends.



# STILL FRIENDS

Gusurg lost the battle and his life. Nameless had saved Randgriz City, and almost simultaneously Squad 7 had defeated Maximilian and his Marmota. These separate yet linked events secured Gallia's victory.

# Nameless Again

再び、NAMELESSへ

10.1935 Imperial Territory

# SHEDDING THEIR IDENTITIES TO FIGHT FOR THE FUTURE

On October 10th, Maximilian died in battle aboard the Marmota, and it was safe to say the war was over. Dahau was left with no promise for an independent Darcsen region, and all of his comrades had perished. With nothing else to lose, Dahau took that one final step he never thought he would, and resigned himself to accepting unnecessary casualties if it meant achieving his goal. The weapon of mass destruction known as the Valkyrian Hammer was the ace up Borgia's sleeve, but Dahau took it from him by force. Dahau hoped that threatening every nation equally with this deadly weapon would be enough to allow him to build the Darcsen nation he had fought so hard for. Kurt found out about the Valkyrian Hammer from Eisler's confession and instinctively knew that Dahau would attempt to use it. Despite the risks, Kurt and the rest of the Nameless were willing to do whatever they could to stop Dahau. The only problem was that the Valkyrian Hammer was located within imperial territory, and they could not make a move as citizens of Gallia so soon after the war. It was for this reason that every member of Nameless willingly discarded their Gallian citizenship in order to be able to charge into imperial territory. Dahau planned to target Randgriz City first as a way to show the other nations the consequences of denying his demands. A fierce battle broke out between Nameless and Dahau, at the end of which Dahau was defeated. The Valkyrian Hammer had already been set to launch, but Nameless managed to prevent it from striking Randgriz City. With their final duty performed, Nameless was disbanded on the spot. On October 25th, an armistice agreement was signed between Gallia and the Empire.



# **IDEALISM RUN AMOK**

With Borgia having fallen from power and the Gallian Campaign drawing to a close, Dahau couldn't keep Calamity Raven together and he hadn't fulfilled his goal. Dahau had never resorted to immoral tactics to get what he wanted, but at this point he felt he had little choice left. With the fire of a new conviction burning in his heart, Dahau assassinated Borgia and stole the key to the Valkyrian Hammer.









# STAND BY ME

It was not an easy decision, but Kurt resolved to discard his citizenship and try and prevent the Valkyrian Hammer from being used. It is said that before leaving for imperial territory, Kurt went to his beloved and shared his thoughts as well as his innermost feelings. The target of his affections reciprocated his love and the two were bonded for life.

Chapter 20: Nameless Hgain

# KILLED IN ACTION

Every member of Nameless was willing to follow Kurt into imperial territory. Crowe accepted their decision and processed the paperwork that would record them as being killed in action. Then, for his final farewell, Crowe addressed Kurt by his name instead of his number.













# **NEVER TO BE**

Zig was Dahau's most loyal follower, and had always admired the Darcsen hero. Zig had stationed himself near the imperial border just in case someone attempted to stop Dahau's plans. When Nameless arrived, Zig fought the squad with every ounce of his ability, but it was not enough and he was defeated. Zig had always dreamed of becoming a hero like Dahau, but his dreams came to an abrupt end when he fell in battle.



# **FOOLPROOF PLAN**

Kurt noticed that everyone was unable to hide their concern over dealing with an unknown weapon of mass destruction. In hopes of giving them courage, Kurt reassured them that he had a foolproof plan. The only problem: Kurt had no idea what that plan was. The one person who had come to know Kurt intimately saw through his charade, but Kurt merely stated that fighting alongside his trusted comrades was the best plan of all. It was a simple plan, but carried with it me plan of all. It was a simple plan, but carried with it the weight of everything Kurt had learned during his time with Nameless.





# THE FINAL BATTLE

In order to realize his dream, Dahau was willing to destroy Randgriz City so that it might serve as an example to other nations. Kurt and the others passionately attempted to persuade Dahau from this dark path, but he was beyond reason.



# THE DARCSEN HERO'S END

After a fierce battle, Dahau laid broken and defeated, but the Valkyrian Hammer had already been activated. As he drew his final breaths, Dahau saw an apparition of his dead wife next to him and recalled his former ideals. Having reclaimed his humanity, Dahau's final thoughts were with the countless Darcsens in Randgriz City who would die due to his actions.



# COUNTDOWN TO ANNIHILATION

Unable to shut down the launch sequence and with destroying the facility itself being too risky, Kurt proposed changing the Valkyrian Hammer's trajectory. With very little time left, Nameless was faced with the daunting task of doing the complex calculations that would be needed and figuring out how to input them into an unfamiliar control panel.



# ONE LAST MISSION

With a mathematical mind doing the calculations, a gifted engineer working on the control panel, and the weapon specialists destroying the launch station's locking mechanisms, everyone in Nameless came together to get through their final mission.





# **FOR EVERYONE**

Just before the Valkyrian Hammer was launched, Kurt and the others managed to change the missile's trajectory. The deadly weapon shot up into the sky above Nameless, and Riela used her Valkyrian powers to destroy it at a safe altitude before it came crashing down. Once again, it was Riela's Valkyrian powers that saved everyone's lives.



# WITHOUT A TRACE

Upon completing its final task, Nameless was disbanded on the spot. The members each went their separate ways and are thought to have started new lives in different nations. Meanwhile, Princess Cordelia of Gallia made the shocking announcement that she was in fact a Darcsen. This confession took a lot of courage, and it offered a great deal of hope to Darcsens everywhere.

# Fragments ~ The People Behind the Victory~

In between the major battles at the forefront of war, countless smaller territorial conflicts and random encounters go on behind the scenes. Even within these minor battles that are often forgotten by history, fragments of humanity and drama can be found. This section covers a few such incidents involving the Nameless and the people associated with them. These little episodes can sometimes expose an unexpected side of familiar faces.



# AMBUSH IN THE HILLS

Back when Kurt was still trying to find his place in Nameless, he accepted the duty of making dinner for everyone. Kurt's very passionate about spices, however, and his desire to perfect the spice blend for that night's meal resulted in no meal at all for anyone. The next day, Nameless was under orders to set an ambush and Kurt ordered everyone to leave nonessential supplies behind in order to improve the squad's mobility. Even Kurt left his precious spices with the other nonessentials. Immediately after successfully completing their mission, Kurt ordered everyone to retrieve the supplies they had left behind. Exhausted and in need of rest, Kurt's orders were initially met with unabashed griping and moaning. But when Kurt explained how important it was for him to make dinner for everyone, they realized he was doing it all for them.



# WHERE I BELONG

Riela had lived a relatively lonely life, and it was very important for her to find a place where she could feel like she belonged. Nameless offered her such a place. One day in June, Valerie was assigned a special scouting mission and Riela asked to tag along in a friendly manner. The actual objective of the scouting mission was to intentionally be detected by the enemy in order to lure them into a trap, but Valerie was uncertain of how Riela would feel as bait and missed her opportunity to explain the mission's true nature to her. When they were spotted by the enemy, Riela mistakenly thought she had made an error and that it was her fault they were spotted. Out of a sense of guilt and responsibility, Riela recklessly charged into the enemy line. After somewhat awkwardly providing support fire for Riela, Kurt and the others managed to win the skirmish and found a new appreciation for Riela's devotion to Nameless.



# VICTORY AND DEFEAT

Annika had always admired Imca's prowess in battle and decided to challenge her to a duel. Imca rejected Annika's challenge, then proceeded to ambush her. This taught Annika that Imca's prowess comes from her willingness to do whatever it takes to win, which stood in direct opposition to Annika's tendency to stick to honorable tactics. Unsatisfied by this conclusion, Annika decided that she and Imca would compete to see who could personally defeat more enemies during the next mission. Far too eager to win for her own good, Annika soon found herself separated from the others and surrounded by enemies. Though Imca had no interest in their supposed competition, she volunteered to rescue Annika. In the end, not only did Imca save Annika, she also defeated far more enemies than Annika while doing so and effectively made it clear who was the superior fighter.



# THE MAN NAMED GUSURG

In June, Nameless attempted to rest in a Darcsen village. The villagers loathed military personnel and refused to offer them hospitality until Gusurg managed to persuade them. The Gallian Army arrived shortly thereafter, declaring that they were going to raze the village to further one of their mission objectives. To prevent an enraged Gusurg from doing anything rash, Kurt personally headed out and dealt with the approaching imperials so that the Gallian Army had no reason to raze the Darcsen village. Moved by Kurt's actions, Gusurg revealed that he was sent to Nameless because he fought for Darcsen equality, an ideal he still held dear.

Fragments



# CALAMITY RAVEN MOBILIZED

The night before the Gallian Campaign was to start, Cardinal Borgia convinced Maximilian to form a Darcsen squad as part of his plan to further his own ambitions. Borgia ordered Dahau to submit to Maximilian and assigned his confidente Lydia to the Darcsen squad. This was how Calamity Raven was formed. Once within Gallian territory, Dahau had the opportunity to meet Jaeger. Each acknowledged the other's abilities and spoke about their own personal goals. Dahau hoped to use Borgia's political influence to build an independent Darcsen region, while Jaeger wanted to use Maximilian's power to restore glory to his homeland.



# MIGHTIER THAN THE SWORD

Nameless was assigned to fight alongside the Gallian Army in order to free a Darcsen village. The army's morale was decidedly low, however, as the majority of Gallian troops hated Darcsens. Nameless basically had to complete the mission on its own, and an uneasy air milled about between Nameless and the Gallian Army after the battle. It was then that Giulio, a cook who had been sent to Nameless as punishment for unauthorized use of military food supplies, cooked up a traditional Darcsen meal using local produce. The meal was so delicious that it managed to soften some of the Gallian troops' prejudices against Darcsens. Once again, Giulio's motto proved true: food really could spread happiness throughout the world.



# ONE FOR ALL

After losing his entire family to the First Europan War, the thoughtful, young Felix came to view Nameless as his new family. Felix preferred taking on relatively safe missions so as to avoid putting his family in danger, an opinion that often put him at odds with Kurt. Felix was often told that taking no risks at all is actually the most dangerous thing one can do, but such words merely strengthened Felix's dedication to keeping his family safe every time Kurt briefed them on a mission that involved some kind of risk. During one such mission, Giulio was wounded behind enemy lines, and it was Felix who carried him all the way back to safety. No one could doubt Felix's devotion to his family after a feat like that.



# THE FALCON OF GALLIA

The former investigator Alfons was often viewed as a fool because of his portly physique and his clichéd catchphrases. Despite this popular opinion, however, Alfons had an uncanny talent for observation and analysis. One day, Nameless was assigned to escort a noble named Lord Wald to safety. They were attacked by imperial troops, which is to be expected during an escort mission, but the situation seemed fishy at best. After the battle, Alfons revealed the truth: Lord Wald had been exchanging sensitive information with the Empire and was now being hunted because the Empire felt he knew too much about their affairs. The evidence Alfons had somehow gathered about this situation was enough to send Lord Wald to prison.



# **BONDS**

Deit was an introverted young man who seemed to do little else besides complain. Amy had lived her entire life for her father, while Deit had done the same for his sister, so each of them saw a reflection of themselves in the other. One day, when Deit was in a particularly dour mood, he made plans to desert Nameless. Amy managed to stop him, but Deit received news of his sister's death shortly thereafter. Having lost the only purpose he had in life, Deit became increasingly obsessed with dying, but he slowly came around thanks to Amy's unrelenting kindness. In the end, they grew so close that Deit revealed his name to her.



# THE SOLDIER WHO LOVES THE BATTLEFIELD

Serge was an unusual case for a Nameless member, for he possessed strong military ideals but personally requested his transfer to Nameless. Serge had been dismissed from the Gallian Army due to his terminal illness, but he still sought to die on the battlefield like a military man, and that is why he joined Nameless. During one particularly dangerous mission, Serge knowingly disobeyed orders and took a huge risk in hopes of dying gloriously in battle, but Kurt saved Serge's life and scolded him for his reckless behavior. Serge was deeply moved by the fact that Kurt saw him as a fellow soldier rather than a dying patient, and vowed to serve under Kurt for as long as he could.



# **EXCEPTIONAL WOMAN**

Leila enjoyed whipping men into shape with her beloved crop, but she was also very logical and often kept everyone in line. During a mission, when one particular imperial soldier was giving her a hard time, Leila went so far as to demand that the soldier serve her instead of Maximilian. The enemy was so bewildered by this bold demand that it led to an unexpected victory for Nameless. Despite the triumph, Leila was severely disappointed that she was unable to tame the imperial soldier. Leila was very serious about her goal of bringing peace to the world by making every man kneel to her authority.



# THE PATH OF THE PURE IS THE MOST ARDUOUS

Annika worked hard every day to become as strong as the hero who had saved her life. Wise with age, Gloria had always warned Annika about the dangers of pursuing only strength. Then one day, Nameless received orders to suppress a rebel faction that had seized a town. When the rebels realized they had no hope of winning, they burned the entire town down around them. As Annika watched the rebels raze the town out of their own misguided sense of justice, she understood how dangerous strength without heart could be. From that day forward, Annika swore to pursue purity of heart as well as physical strength and began referring to Gloria as her master.



# OLD LADY IN THE SHADOWS

At 62 years of age, Gloria had seen it all. She was a tough old woman who had survived a life in the criminal underworld, thus could always tell everyone in Nameless what's right and wrong. During a joint mission with the Gallian Army, however, she was more than a little angry at the arrogant Gallian soldiers who never listened to whatever she would say. Later, a mine collapsed and trapped a few Nameless and army soldiers within. The Gallian Army was quick to blame Nameless for their situation, but Gloria calmly led everyone out through a secret passage known only to criminals. The Gallian soldiers had little to say after that particular incident.



# SEEKING THE HIDDEN TRUTH

Valerie is so passionate about her study of history that she actually broke into Randgriz Castle several times in hopes of getting a peek at the historical documents sealed away there. It was during one such adventure that Valerie was caught and sent to Nameless. Despite this little setback, Valerie would not give up on her research. Valerie believes that Darcsens would not suffer from the discrimination they do if she could prove that the Darcsen Calamity did not transpire the way the history books state. Deit took notice of Valerie's passion, and though he felt she was a bit too serious for her own good, he made it clear that he supported her efforts.



# **OLD GENERAL ZAHAR**

Zahar is an incorrigible drunkard, but he is also a good, old-fashioned soldier. When Nameless failed to protect a group of civilians during a battle, Zahar spent the entire night drinking and ranting about how he refused to let Gallia fall like his homeland Fhirald did. As he grew increasingly drunk, Zahar began griping and gossiping about the imperial general known as Jaeger. Upon hearing what Zahar had to say, Serge recalled a story he once heard about a legendary general from Fhirald who was actually the one to discover Jaeger's military talents. Zahar's fellow drinkers attempted to find out if he was this legendary general, but it proved impossible to get a straight answer out of the drunk old man.



# TRUE LOYALTY

Born in the distant east, Shin was raised to believe that a soldier lives only to die for his lord. When he realized that Nameless valued life and survival over all else, Shin was deeply confused. During a mission, Kurt gave the order to retreat, but Shin ignored this order and ended up isolated. Shin's explanation for ignoring Kurt's order was that a soldier's duty to protect his lord's territory takes higher priority than obeying the orders of a superior officer. Serge had become friends with Shin by this time and explained to him that on the battlefield, a superior officer's order is of equal importance to a direct order from one's lord. Shin understood Serge's explanation and judged that the only way for him to atone for his disobedience was to commit ritual suicide. Kurt managed to stop Shin by giving another official order not to commit suicide, but this lesson in cultural differences would not soon be forgotten by the shocked Nameless members.



# **TWISTED**

Cedric is an infamous, legendary criminal, and he often boasted that he only joined Nameless in order to find out just how many people one would have to kill in order to be called a hero. Ada, on the other hand, was an elite detective who joined Nameless in pursuit of Cedric. In Ada's eyes, Cedric had singlehandedly ruined her law enforcement career, and she had since become obsessed with arresting him. During one particularly dangerous mission, Ada risked her own life to protect Cedric and was wounded in the process. Ada insisted that she would not let Cedric die on the battlefield before she'd had her chance to arrest him and bring him to justice. Despite Ada's intentions, Cedric seemed to genuinely care for her and tended to her as best he could. It was clear that a bond had formed between these two people, however twisted.



# A ROSE AMONG THORNS

Margit was an elitist who always looked down upon her fellow Nameless members. When she proposed a plan that would put undue hardship on Nameless, Kurt rejected her idea. Margit was quite disgruntled, but the very next day, the Gallian Army forced them to undertake a mission similar to the one Margit had proposed, and only then did she realize why Kurt had rejected her plan. As a result, Margit revised her proposed plan and humbly asked the others to work with her. Everyone acknowledged Margit's sincere efforts and she truly became one of them.

# CRIME AND ATONEMENT

Clarissa had been sent to Nameless as punishment for aiding the escape of an imperial soldier who she had fallen in love with. During a mission, Clarissa was reunited with her beloved imperial, and he asked her to run away with him. Clarissa denied his request, saying that neither of them could truly be happy if they ran away then and there. Having parted ways with the man she loved for a second time, Clarissa vowed to continue fighting until she was confident they could live together in peace.







# ONE TRUE LOVE

Elliot was sent to Nameless for committing many acts of marriage fraud. He is a shameless playboy who will cast his charming spell on any unwitting woman who crosses his path. Amy was confused by the way Elliot lived his life and once asked him if he ever intended to get married for true love, but Elliot quickly evaded the question. One day, Elliot rescued a couple of civilians from some straggling imperials. As it turned out, the woman he had rescued was the one woman Elliot had truly fallen in love with many years ago. Having found out that she was safe and living a happy life, Elliot excused himself without telling her who he was. Concerned for Elliot's feelings, Amy asked if he was sure that was what he wanted to do, to which Elliot replied that his motto was to put a woman's happiness above his own.

# DEVOTION

Ilmari was notoriously lazy, but there was one person who could stir him to action: Riela. Ilmari was even willing to resume practicing his trumpet because it seemed to please her. One day, Nameless needed someone to act as bait in order to lure out some imperials. Riela volunteered for the task, but Ilmari insisted on taking her place. By playing his trumpet, Ilmari successfully caught the imperials' attention and the mission was a success. Ilmari was always willing to do anything to make Riela happy, even though he knew her heart belonged to Kurt.

# UNTOUCHABLE LADY

During one particularly difficult mission, Nameless was pitted against a tough imperial squad. While most of her fellow Nameless were consumed with unease, Gisele maintained her usual apathetic demeanor. Then, she suddenly declared the presence of her "best friend" nearby, at which point the imperials trapped Nameless within a devastating wall of flame. All hope seemed lost, but Gisele's unique knowledge of fire allowed them to escape the situation unharmed. Ironically, it was Gisele's unusual "friendship" with fire that led her to "play" with it and get arrested for arson in the first place, eventually landing her in Nameless.

# **DEBAUCHERY OR DECEPTION**

Crowe was placed in a position where he had to eliminate an elite imperial squad using only Nameless. Left with few options, Crowe made the decision to purchase vital information from Frederica. Most people viewed Frederica as nothing more than a wanton harlot, but in reality she was one of the best spies on the continent who had joined Nameless to prevent her cover from being blown. Intelligent and talented, Frederica eventually had Crowe in the palm of her hand. Due to the useful information provided by Frederica, Nameless won a solid victory over the elite imperial squad. While everyone celebrated their victory, Frederica tucked her generous reward away and smiled knowingly.

# NAMELESS REUNITED

After the Gallian Campaign, Nameless had disbanded and its members had scattered to the four corners of the continent. Not long after their disbandment, however, the old Nameless crew gathered once again in an unnamed location to attend Kurt and Riela's wedding. Kurt had notified Alfons of their upcoming wedding, and Alfons had used his information network to track every Nameless member down and deliver the invitations. The old friends laughed together and shared stories of their new lives. As they shifted into drinking, the celebrating began even before the wedding ceremony did. They gathered for a commemorative photo as the wedding bells rang out, and the ceremony was finally underway...



# TURNING THE TIDE

Squad 7 was always echoing with the latest debate between Isara and Rosie, but Welkin never stepped in to stop them. In June, Squad 7 was given the order to turn the tide of battle at the front lines in central Gallia, a considerable feat for such a small platoon. Despite the challenges, Squad 7 came away with yet another victory. After the battle, Isara and Rosie seemed to have become a little closer. Welkin never stopped the two from disagreeing or debating because he believed Squad 7 was a family, and as such he knew they would only grow closer by butting heads every now and then.



# PATRIOTIC SIBLINGS

The Gassenarl siblings are known for their severe prejudices against Darcsens, as well as their passionately patriotic personalities. They both felt intensely proud about serving in the Gallian Army, but had started feeling disenchanted by those in power, who seemed to be relying more on Gallia's militia than the nation's official army. In July, Baldren and Audrey were participating in the fight for Fouzen when they heard that some allied forces had been ambushed by the enemy. They rushed to aid their comrades and found that the attackers were none other than Calamity Raven. Though they managed to defeat the Darcsen squad, the two Gassenarls were deeply disturbed by how prevalent Darcsens had become in Gallia. Concerned for the future of their beloved country, Baldren and Audrey reaffirmed their vows to build a proper Gallia, free of the Darcsen taint.



# YOUTHS OF TOMORROW

In August, some imperial stragglers-turned-brigands attacked Mellvere, which had yet to recover from the Echidna's attack. Avan led the local patrol unit into battle and successfully defended Mellvere. Shortly after the battle, Avan received a letter from his brother Leon. The letter inspired Avan to continue working hard so that he might make his brother proud. Meanwhile, Zeri and Cosette had also been honing their abilities in their own ways. The three youths Kurt met during his journey would later attend Kurt's alma mater, Lanseal Royal Military Academy, and go on to play important roles in the fight for Gallia's future.



# THE PRINCESS AND THE LION

By racking up repeated successes on the battlefield, Leon had earned the nickname "Gallia's Scarlet Lion". In August, Leon's platoon was sent to intercept an imperial unit that was planning to attack a nearby village. Unfortunately, Leon's commander decided to desert, and his platoon was thrown into chaos. It was then that Juliana, who had been running drills in the village, happened upon them. Leon immediately recognized Juliana's talents and asked her to take charge. With her assistance, Leon's platoon pulled off a stunning victory. Leon and Juliana commended each other's performances before parting, and the two would later be reunited at Lanseal Royal Military Academy.



# KURT IRVING'S FIRST MISSION

Right after the Second Europan War began (near the end of March), Kurt had just been assigned to a unit in the Gallian Army and was discussing an upcoming mission with his commander. After getting the necessary information, Kurt suggested that they attack the imperial troops when they stopped to rest. Kurt's commander was so doubtful of this plan's chances for success that he handed all of the responsibility over to Kurt and fled the front lines. Despite heavy opposition from his fellow soldiers, Kurt led them valiantly and the mission was a success. This victory was Gallia's first in the Second Europan War. While his squadmates celebrated their victory, Kurt maintained an air of calm apathy, which only alienated him further.

- \*DLC (First Edition Bonus)
- \*Included in "Valkyria Chronicles 3: Extra Edition"









# A SECRET POWER

Prior to the battle on the Naggiar Plains, Riela was sent out on a scouting mission to Aslone as part of a plan to defend it against imperials. By the time Riela arrived, Aslone had already been occupied by imperials and Riela was discovered. In order to move more swiftly, Riela had left her Valkyrian weapons behind, and therefore had no way to defend herself against the overwhelming odds. Fortunately, Riela discovered that the knife she always kept with her possessed a power similar to that of the Valkyrian lance and shield. Armed with this new knowledge, Riela managed to fend off her attackers. When Kurt and the others arrived, Riela had already cleared the imperials out of Aslone. As a reward, Riela was treated to a relaxing vacation on the beach with Kurt.

- \*DLC (First Edition Bonus)
- \*Included in "Valkyria Chronicles 3: Extra Edition"

# SLEEPLESS NO. 1

Nameless was set to fight in Gallia's mining region and selected a perpetually snow-covered mountain as the setting for their battle. Imca has particularly low resistance to the cold and tried to figure out a way to fend off the chill during the night, but the squad did not have any extra blankets. Concerned with Imca's comfort, Kurt offered to let her use his blanket, but she refused to leave him vulnerable to the cold. With few options left, Kurt suggested that they share the blanket, and though Imca was a bit embarrassed at first, she eventually agreed. Imca got a good night's rest and even asked Kurt if they could sleep under the same circumstances again the next night. Unfortunately for Imca, Riela discovered the two sharing their sleeping quarters and interrogated Imca about it to no end.

- \*DLC (First Edition Bonus)
- \*Included in "Valkyria Chronicles 3: Extra Edition"

# THE OTHER BORGIA ESCORT MISSION

In May, Maximilian attempted to have Borgia, who had secretly been visiting Gallia, captured. Borgia used Eisler to get Nameless to escort him, but also contacted Dahau to have Calamity Raven eliminate the guards Borgia was meant to rendezvous with. After easily defeating the waiting guards, Dahau decided to demonstrate Calamity Raven's prowess to Borgia by attacking Nameless as well. After taking custody of Borgia in exchange for letting Nameless live, Dahau found out that his little surprise attack had been part of Borgia's plan all along. This revelation forced Dahau to acknowledge Borgia's cunning.

\*DLC

# THE VALKYRIA CONFLICT

Just before the battle at the Naggiar Plains was set to begin, Maximilian ordered Selvaria to lead his troops to victory using her Valkyrian powers. Selvaria wanted nothing more than to use her powers to please Maximilian, and stepped out onto the battlefield with confidence glinting in her eyes. Turning the tide in the Empire's favor in every area of the battlefield that she came across, Selvaria was having little trouble forcing the Gallian troops back. Upon defeating Audrey's squad, Selvaria demanded Gallia's surrender. Then, in an unexpected turn of events, a considerable obstacle appeared before Selvaria: an awakened Alicia, glowing with a familiar blue flame.

\*DLC

# END OF A BATTLE, BEGINNING OF A JOURNEY

Jaeger had decided to serve under Maximilian because he believed that Maximilian's power and influence were the key to restoring Jaeger's homeland, the kingdom of Fhirald. On October 9th, Jaeger was defeated by Squad 7 at the Great Vasel Bridge. Through the Gallian Campaign, Jaeger had learned that if his kingdom was ever to be rebuilt, it would have to be through the power of Fhirald's own dedicated citizens, not the Empire's military might. After his defeat, Jaeger decided to leave Gallia instead of returning to Maximilian. When he arrived at the border, however, he found imperial troops seeking any member of Maximilian's forces to hold responsible for the Empire's defeat in Gallia. Jaeger managed to make his way past the imperials guarding the border and, once on the other side, he looked up to the night sky and joyfully pledged that he would rebuild Fhirald.

\*DLC



# CLASH! WELKIN VS. DAHAU

In July, Borgia had grown to view Welkin as a threat and ordered Dahau to eliminate him. Dahau's plan was to immobilize the Edelweiss with planted mines, then bring in a detachment force to attack Squad 7 from two sides. Welkin suspected that Dahau had some kind of plan in place but had to move forward in order to save Edy, who had gotten herself into trouble yet again. Though the Edelweiss did fall victim to Dahau's mines, the expected detachment force never arrived and Squad 7 emerged victorious. Dahau assumed that Welkin had somehow dealt with the detachment force before their conflict, and was impressed by Welkin's cunning as he left the field. The truth, however, was stranger than fiction.

\*DLC



# CLASH? EDY VS. DAHAU

When Dahau was making his move on Squad 7, Edy's special team was out and about scouting the area for threats. When Edy noticed the enemy mobilizing, she recklessly decided to give chase. Fortunately or unfortunately depending on how you look at it, Edy's superhumanly terrible sense of direction kicked in and she ended up in a totally different area. It was there that Edy and the others ran into Dahau's detachment force. As a result of Edy's interference, the detachment force failed to show up where they were supposed to, leading to Welkin's victory against Dahau. Despite this unexpected job well done, Edy had technically taken actions that were not part of her original orders, and Alicia still gave Edy the scolding of her life when her team rejoined Welkin's.

\*DLC



# HOME

Kurt had decided to spend his life with Imca after Nameless was disbanded. Uncertain of what she should do with her life now that the war was over, Imca requested that they visit the former location of her hometown Tiluca. There, standing in the very spot where her home used to be, Imca reflected on the time she had wasted on the bitter sentiment of vengeance and deeply regretted all of the unnecessary pain she had caused through her actions. Imca vowed to live on with the guilt and responsibility of everything she had done. It was then that Kurt spoke words of love to Imca, something he hadn't been able to do while still living under the threat of war. The two went in search of Eilusche flowers, which are native to the area around Tiluca, but instead they found a young girl.

\*Included in "Valkyria Chronicles 3: Extra Edition"



# CARISA'S MAXIM

While Nameless was being pursued by the Gallian Army, Margit led a small detachment force on a supply run. Carisa began directing everyone as they acquired supplies, and this led to the members of Nameless asking her the questions they had been wondering about for so long. Bombarded with questions, Carisa merely shared with them one of her precious maxims, "Everything in its place", and explained the true meaning behind the phrase. Shortly after they had finished collecting the supplies, the small force was attacked by a larger group of imperials. Everyone attempted to dump their supplies and run, but that was when Carisa surprised them all.

\*Included in "Valkyria Chronicles 3: Extra Edition"



# SKY

One day in October, after the armistice between Gallia and the Empire had become a certainty, Kurt and the others were performing funeral rites for Gusurg. Gusurg's sister, whom Kurt had contacted for this occasion, also attended. Kurt and the others attempted to answer all of her questions openly, and willingly described who Gusurg had been to them. The only thing they didn't mention was the fact that Gusurg had betrayed them -- that is, until her relentless questions forced Kurt into telling her the whole truth. Upon hearing Kurt's confession, she presented him with a letter Gusurg had written to her. Kurt read the letter and felt a deep pain pierce his heart.

\*Included in "Valkyria Chronicles 3: Extra Edition"

Since Gallia is a politically neutral nation, most of the battles in the game take place within Gallian territory. This section covers Nameless' base and military facilities, as well as various battle locations. The beautiful Europan scenery stands in stark contrast to the weapons and tools scattered about, emphasizing the fact that these locations were homes as well as battlefields.

# Nameless Camp

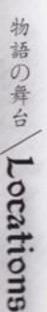
This mobile base offered Nameless shelter as they moved about. They have a truck for moving supplies, as well as vehicles for transporting personnel and their tank. Being the only military property officially granted to Nameless, this base served as their home away from home both in and out of battle.





Whenever they were on the move, someone had to drive the truck and other vehicles. Amy, Annika, Imca, Riela, Valerie, and Deit did not know how to drive, so the other members took turns driving.

### **V** TRANSPORTER







# Story

### **TRAINING GROUNDS**



### **▼ PROCUREMENT SHOP**

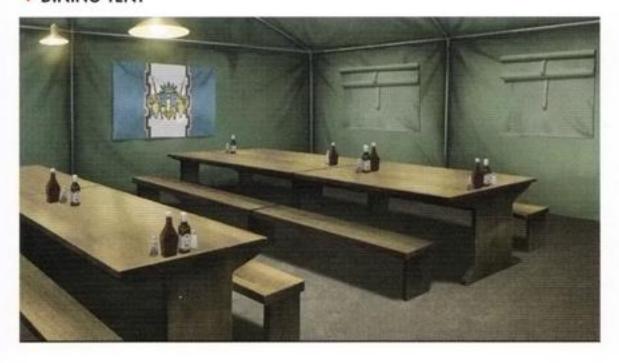


### V LODGING TENT



There were two lodging tents, one for men and one for women. To set up the tents most effectively, the men were responsible for putting the actual tents up while the women set up the interiors. When leaving, the women would clear out the contents of the tents so that the men could pack them up. Working together, everyone was responsible for dismantling the tents within five minutes of receiving the order to do so. Whenever they managed to dismantle the tents within three minutes, they were presented with a special reward.

# **W** DINING TENT



### **W** MEDICAL TENT



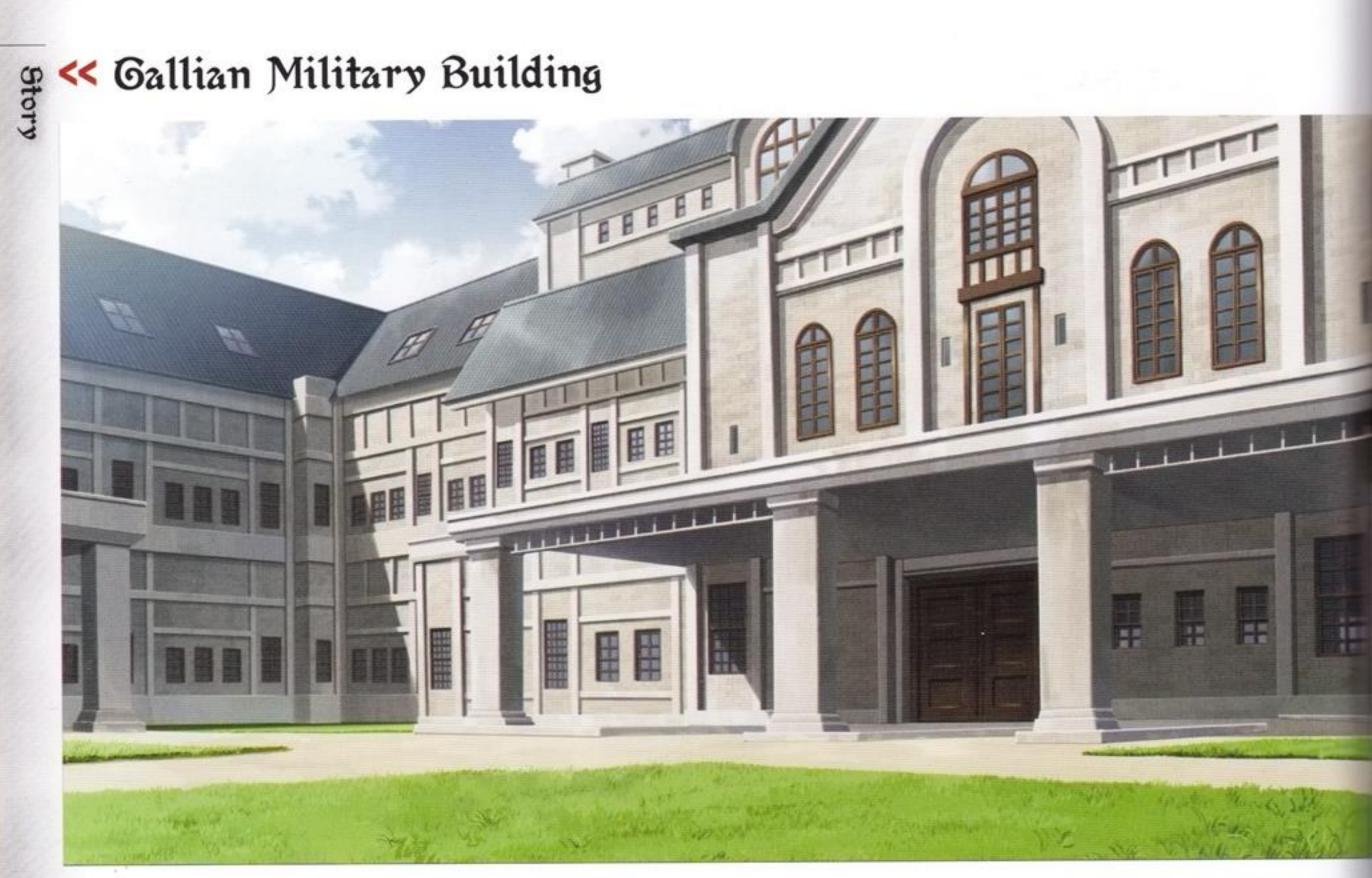
### **▼** KURT'S ROOM

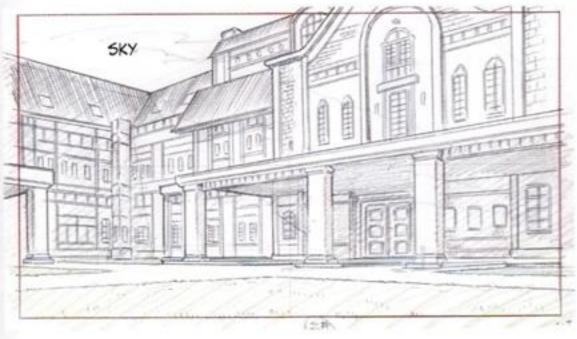


▼ KURT'S ROOM (NIGHT)



物語の舞台 Locations



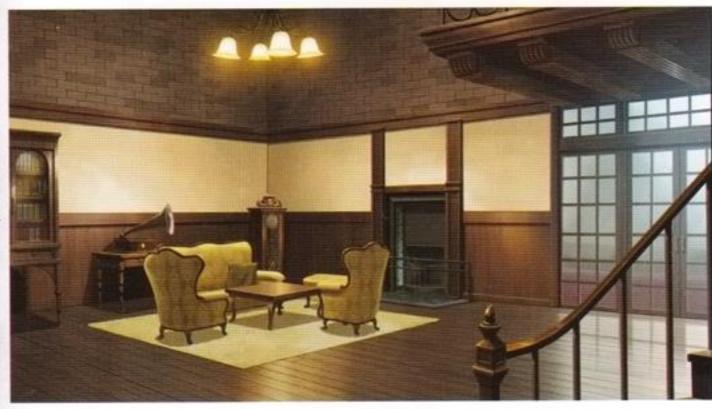


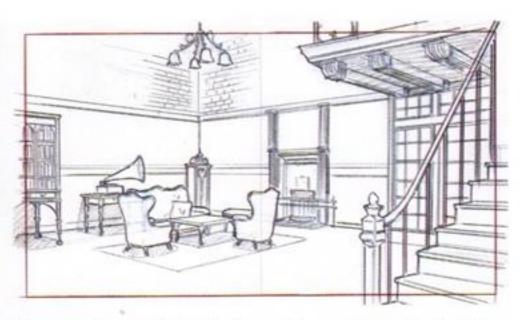
### CROWE'S OFFICE



This is Ramsey Crowe's office, located inside the Gallian Military Building. It was from this office that Crowe sent Nameless their missions. The empty wine bottles and discarded shirt littering the floor hint at Crowe's personality.

### ▼ CROWE'S MANSION

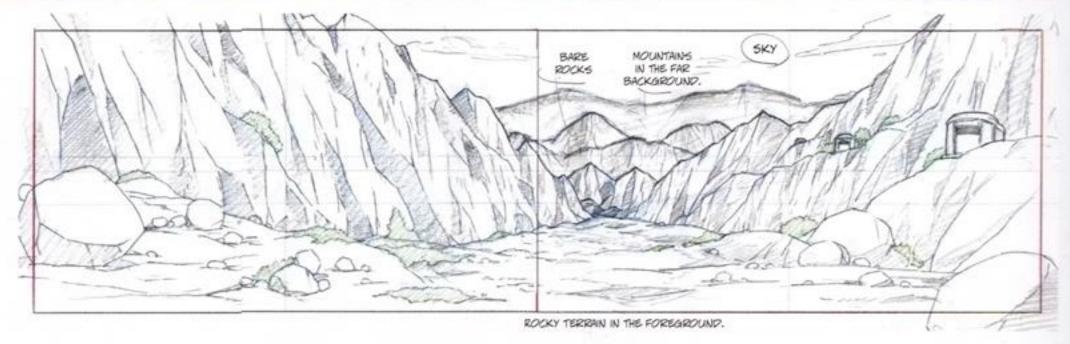




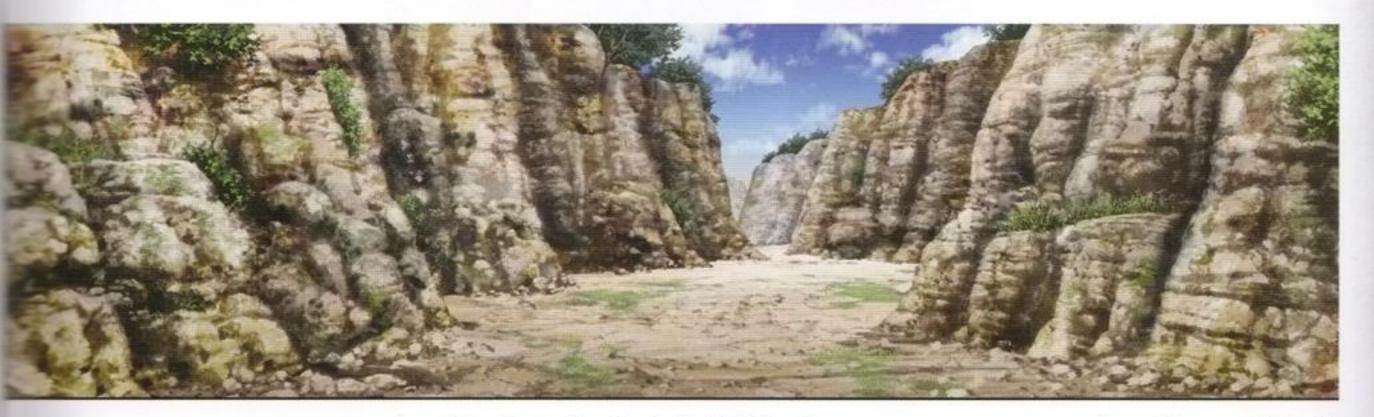
After Nameless was declared to be a rebel squad, Crowe barricaded himself inside this mansion to protect himself from suspected threats. It is a grand estate and kept quite clean, but it is a little oversized for a bachelor pad.

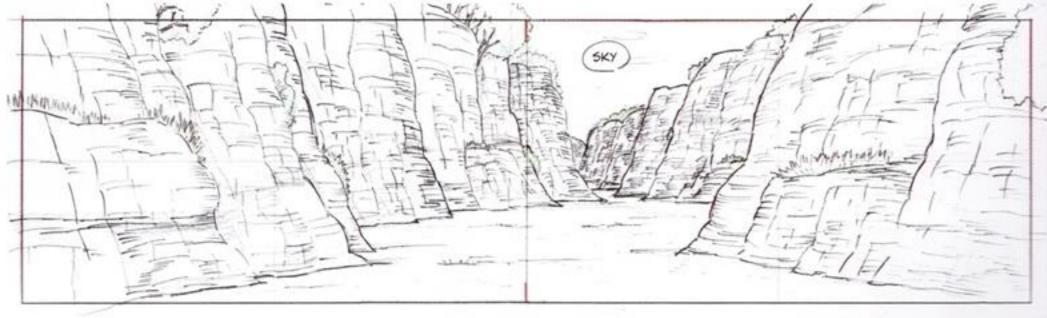
# Mountains





# Canyon





# Randgriz City



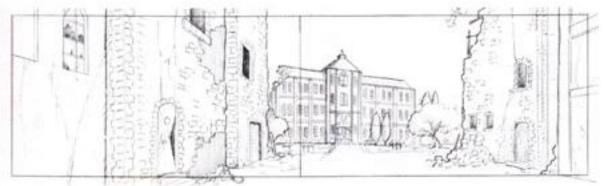


Randgriz City is both the capital of Gallia and the oldest city on the entire continent. The images above show the main street, which leads directly to the castle gates. This beautiful brick road was often used for parades, but was torn up during the Echidna's attack.

# < Yuell



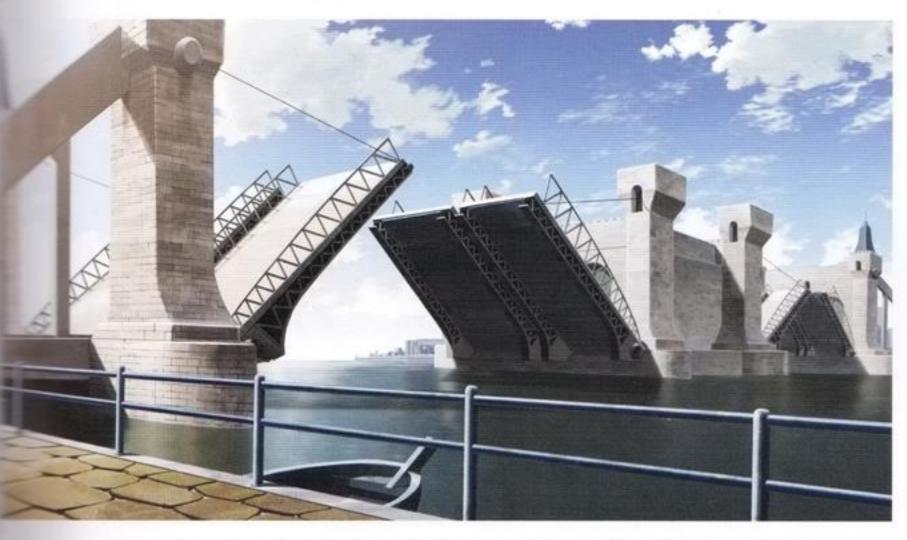


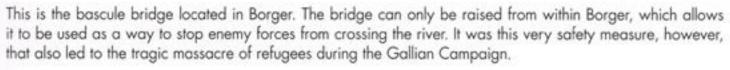


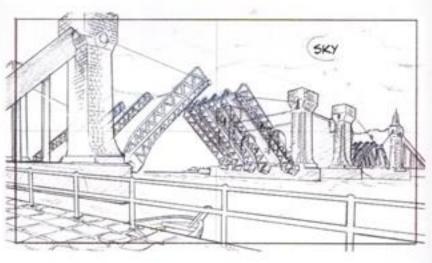
# « Beach



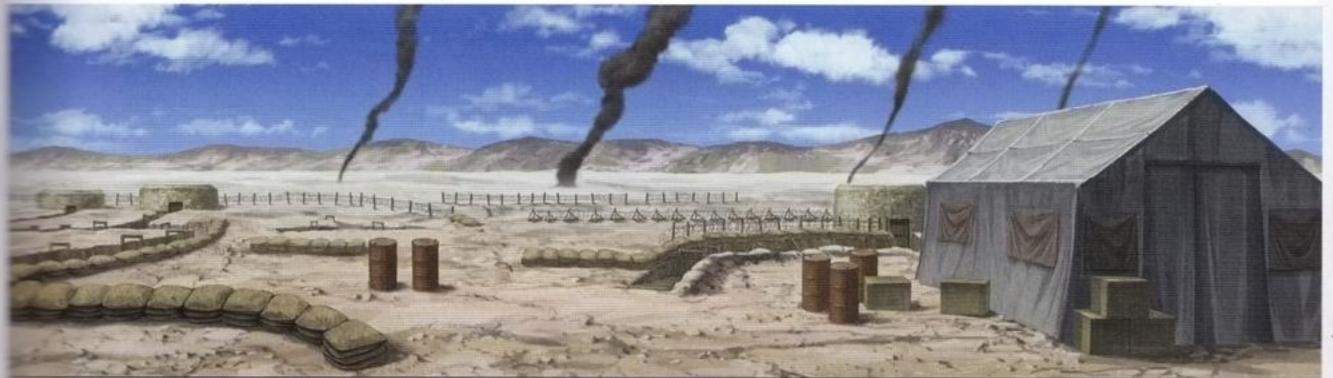
# « Bascule Bridge



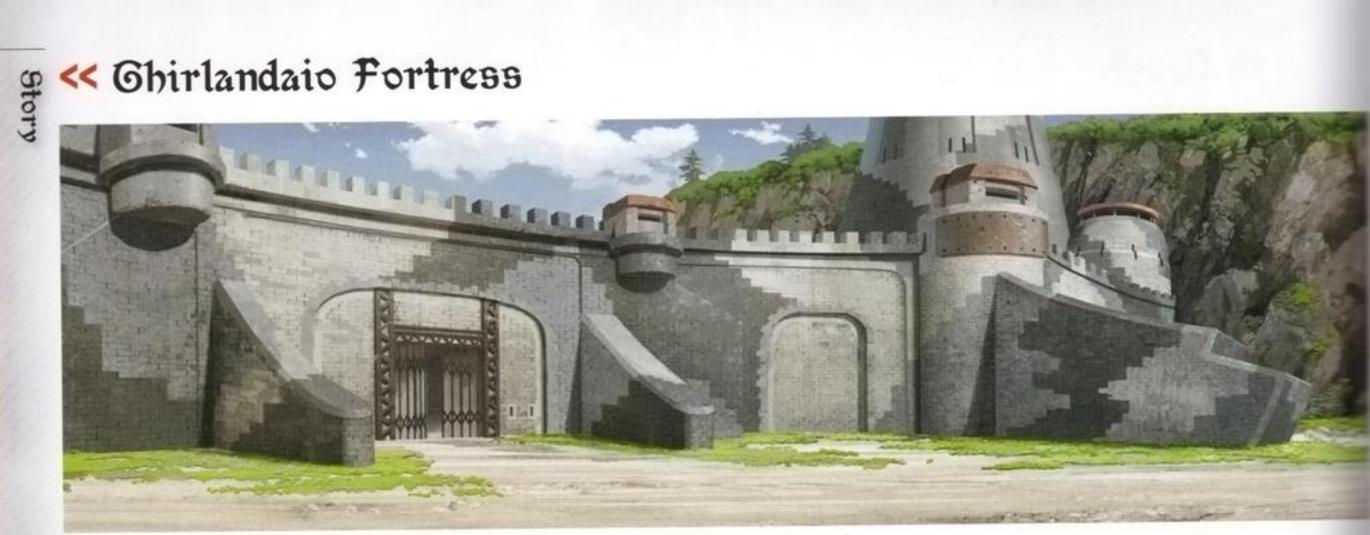




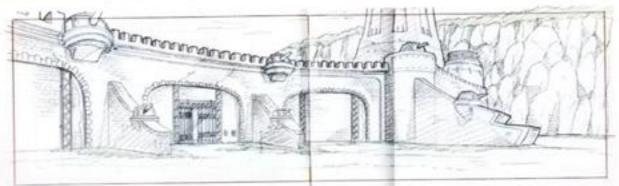
# « Naggiar Plains



物語の舞台 Locations





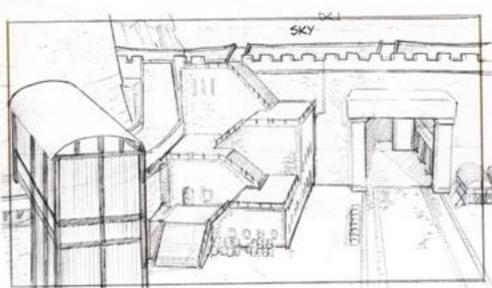


#### FORTRESS GROUNDS





This fortress is located at the border between Gallia and the Empire. It usually acts as a shield to protect Gallia from foreign threats, but was occupied by imperial forces during the Gallian Campaign. Ghirlandaio Fortress was destroyed by Selvaria's Final Flame.



## Calamity Raven Camp





The pathetic size of this tent emphasizes the Empire's scorn for the Darcsen squad known as Calamity Raven. The fact that they have a Calamity Raven flag on the wall as opposed to an imperial flag makes it clear that the feeling is quite mutual. The flag was also a symbol of the fact that their ambition and pride were not even remotely diminished by their circumstances.

### Maximilian's War Room





This war room is located within Ghirlandaio Fortress. Maximilian sits at the desk near the far wall while his Drei Stern gather at the table in the center of the room. As Maximilian himself once mentioned, Dahau might have had a place at this table as well had he not been born a Darcsen.

### Yggdist Church

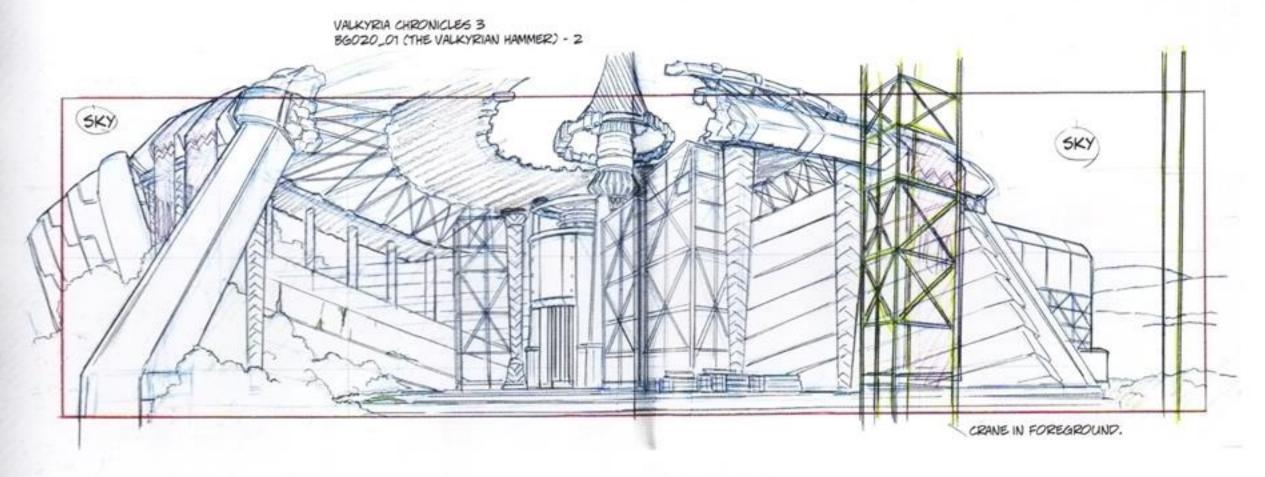


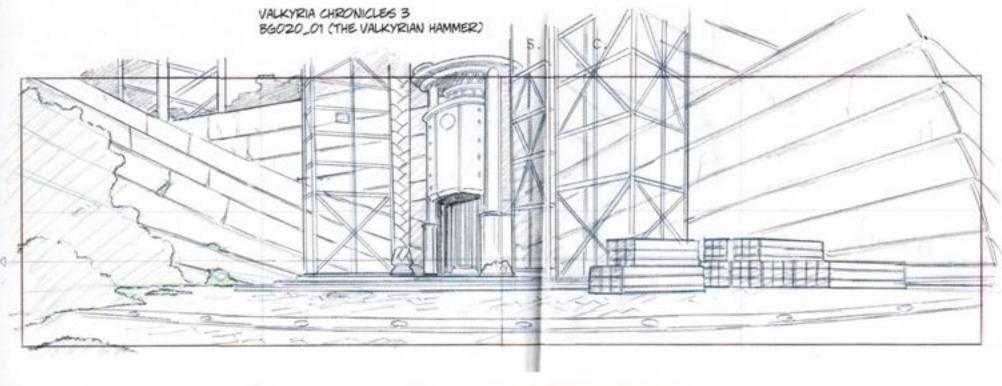


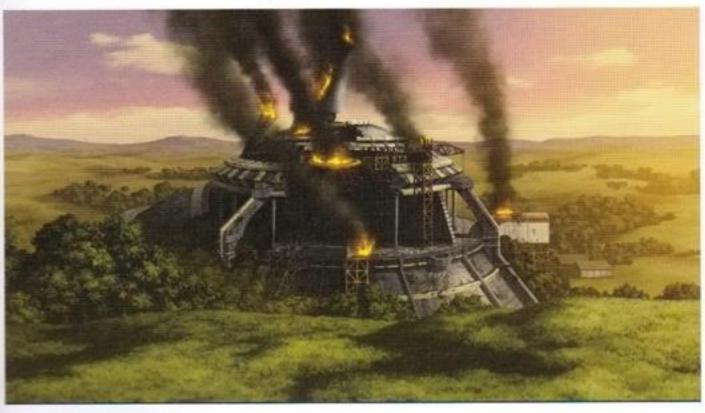
This Yggdist church is located within the Empire. A statue of a Valkyria stands prominently in front of the many pews. Though most faithful Yggdists use this as a place of prayer and worship, Borgia used it as a place to give Eisler and Lydia their orders to further his plans for extending the war.

# The Valkyrian Hammer

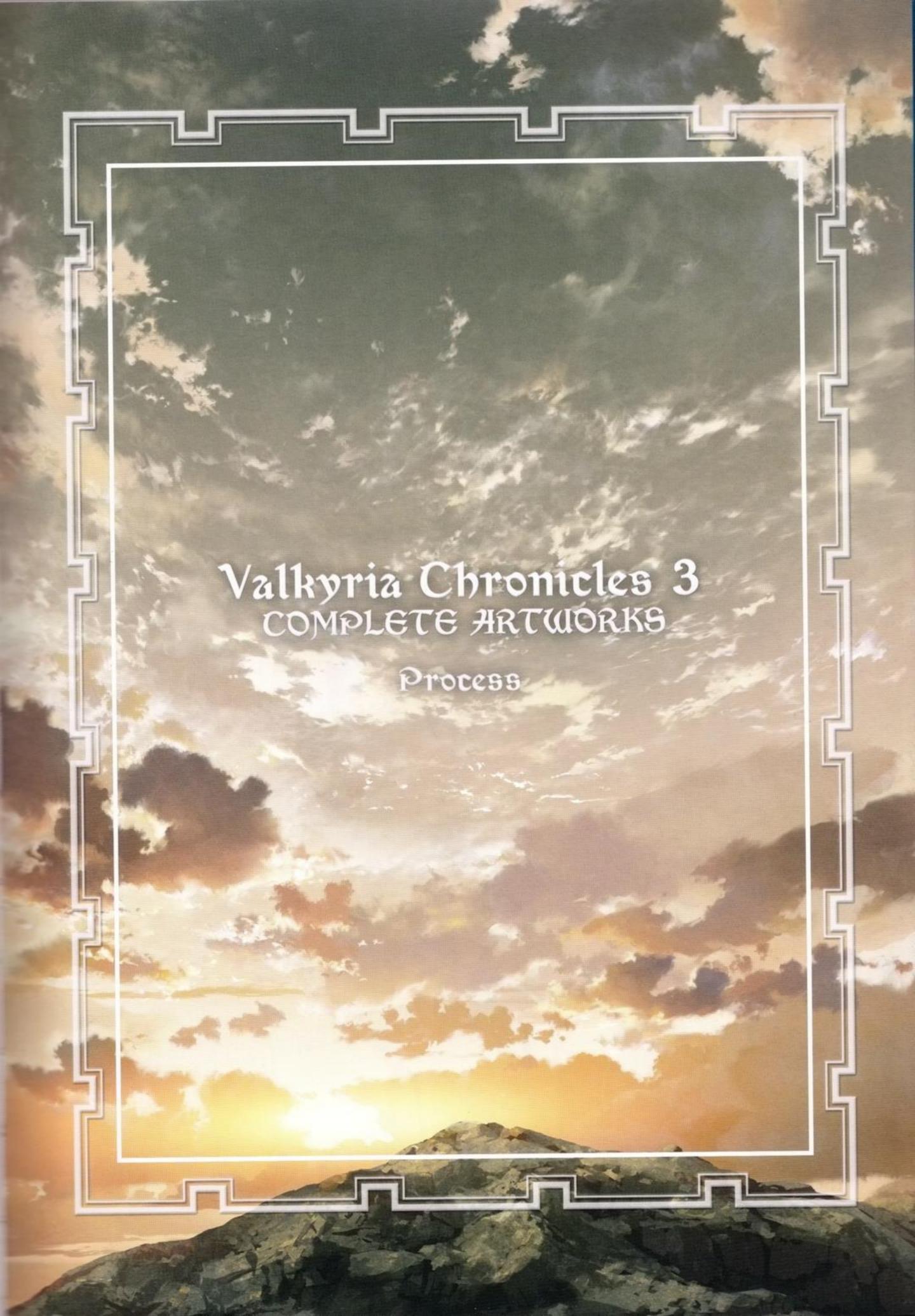












# Early Designs of the Nameless members. Each of the 20 Nameless members.

This section contains the early design drafts for each of the 20 Nameless members. Each character started with a few keywords to summarize their concept, and everyone on the team was invited to submit their ideas as part of a design competition. The concept leader Tabayashi would then clean up the leading submissions for consideration. Some of the most interesting designs are the ones that ended up being very different from their initial concepts.



## Giulio Rosso

ジュリオ・ロッソ

A CHEERFUL AND AMICABLE CHEF.

The concept for Giulio was an Italian chef. To bring out the chef side of his character, we added design elements like the green scarf, rolled up sleeves, and the apron tied to his waist. Since Giulio and Felix pull the story along early in the game, we gave Giulio short hair and eyes that are slightly angled downward in order to ensure that he and Felix looked different enough. (SEGA - Tabayashi)





# Felix Cowley

A WILD GUY WITH PLENTY OF OBVIOUS COOL TRAITS.

Felix is a hot guy, straight up. To add a classic touch to his awesomeness, we gave his design a bit of a cowboy flavor. Felix's skin is a bit darker than Giulio's, which we explain as being a tan. (laughs) Felix is the kind of guy who acts before thinking. (SEGA - Tabayashi)

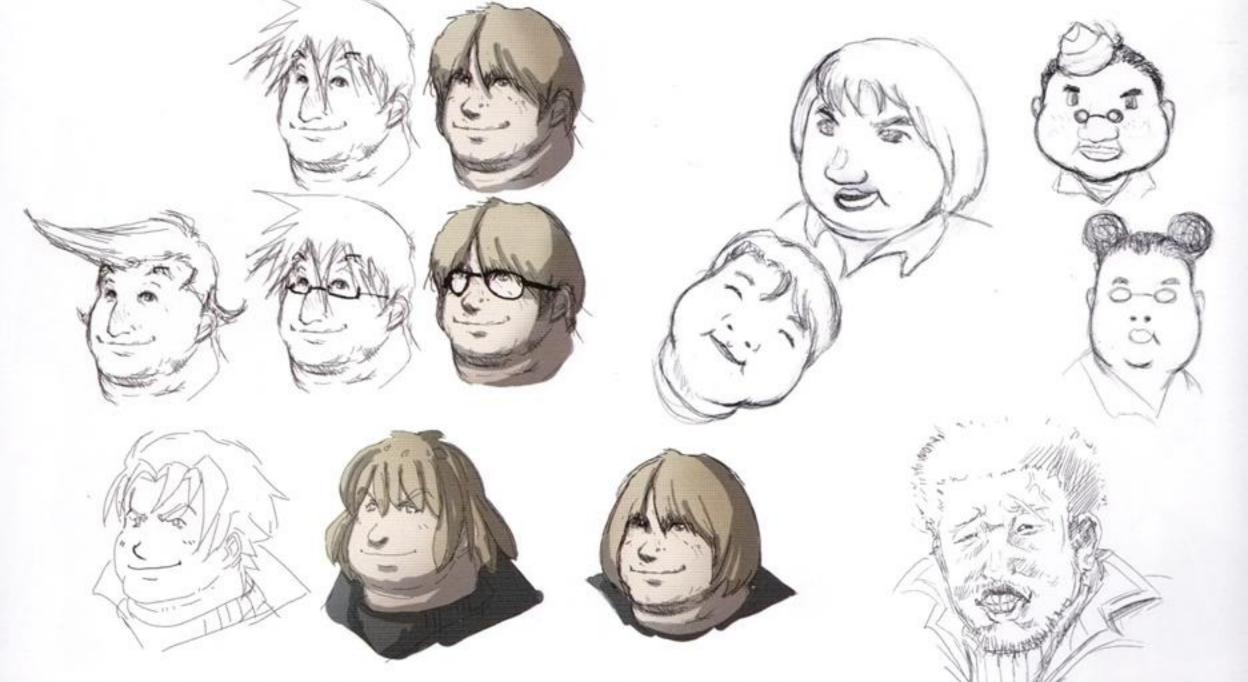




# Alfons Auclair

A COOL, CHUBBY GUY WHO WOULD BE SUPER HANDSOME IF HE LOST WEIGHT, BUT NEVER WILL. アルフォンス・オークレール

Alfons is a noble by birth, and the concept behind his character was that he would be super handsome if he lost weight, so designs like the one at the bottom right were immediately rejected. (laughs) During the voice recordings, the voice actor initially used a "chubby voice", but we asked him to forget about the character's external appearance. This resulted in a nice, cool voice for Alfons. (SEGA - Ozawa)



# A MOROSE BUT HANDSOME DARCSEN.

Darcsen males have slender noses, pale complexions, elongated faces, and eyes that slant downward. We added the hat because it suited his hairstyle, and also because there weren't many other characters with hats. (SEGA - Tabayashi)

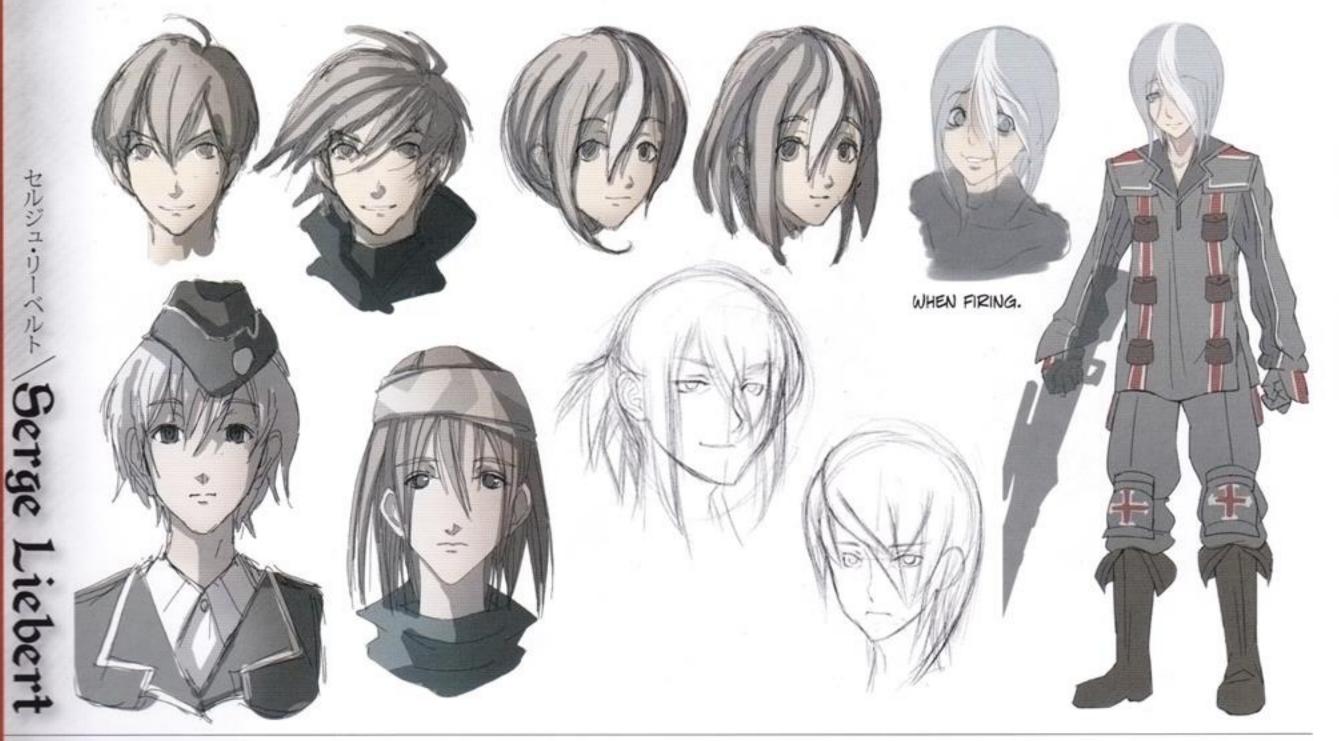




# Serge Liebert

セルジュ・リーベルト

A FORMER SNIPER SEEKING A PLACE TO DIE. Felix was designed to be the kind of guy that women would find attractive, whereas Serge was designed to be the kind of guy that women would find adorable. Since Serge's main goal is to find a place to die, he doesn't hold much hope for the future. To express their bleak outlook on life, we left out the highlights in both Serge's and Deit's eyes. (SEGA - Tabayashi)





# Amy Apple

AN INNOCENT BUT RELIABLE LITTLE SISTER.

エイミー・アップル occupater something unique on their back since we of the characters for most of the game. We tried to give each character something unique on their back since that is the view the player will have of the characters for most of the game. In Amy's case, we gave her a backpack to make her look even more like a little girl. We considered various details for her backpack, like wings, an embroidered bear, and the color pink. (SEGA - Ozawa)





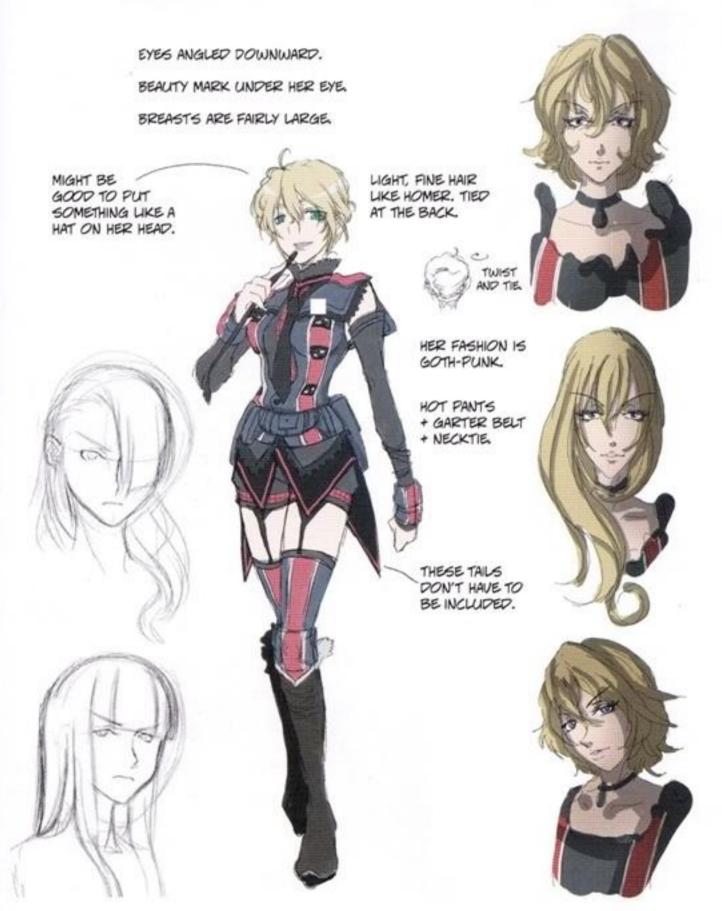


Leila Peron

MASOCHISTIC HOMER'S OLDER SISTER. HER DREAM IS TO BECOME THE "QUEEN" OF THE WORLD.

Leila is a dominatrix, plain and simple, but we didn't want to make her too hardcore with the bondage aspect, so we added some frills to her outfit to make it cute. The early design draft was pretty close to the final design, with the only major change being the addition of the hat. We also fixed her eyes to make sure she didn't look like a middle-aged lady. (SEGA - Ozawa)







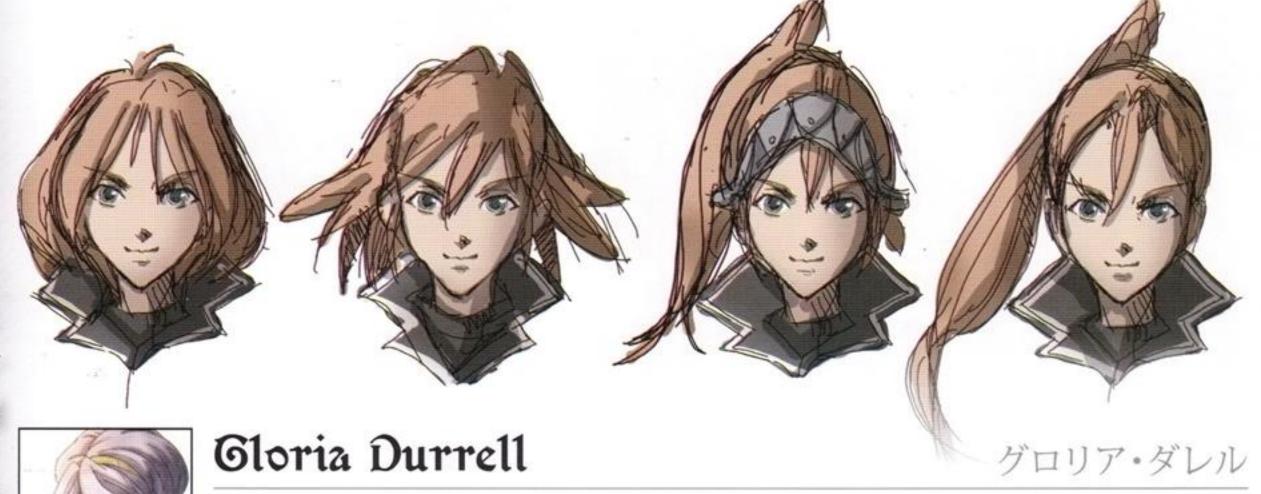


## Annika Alcott

A PASSIONATE, SPORTY GIRL.

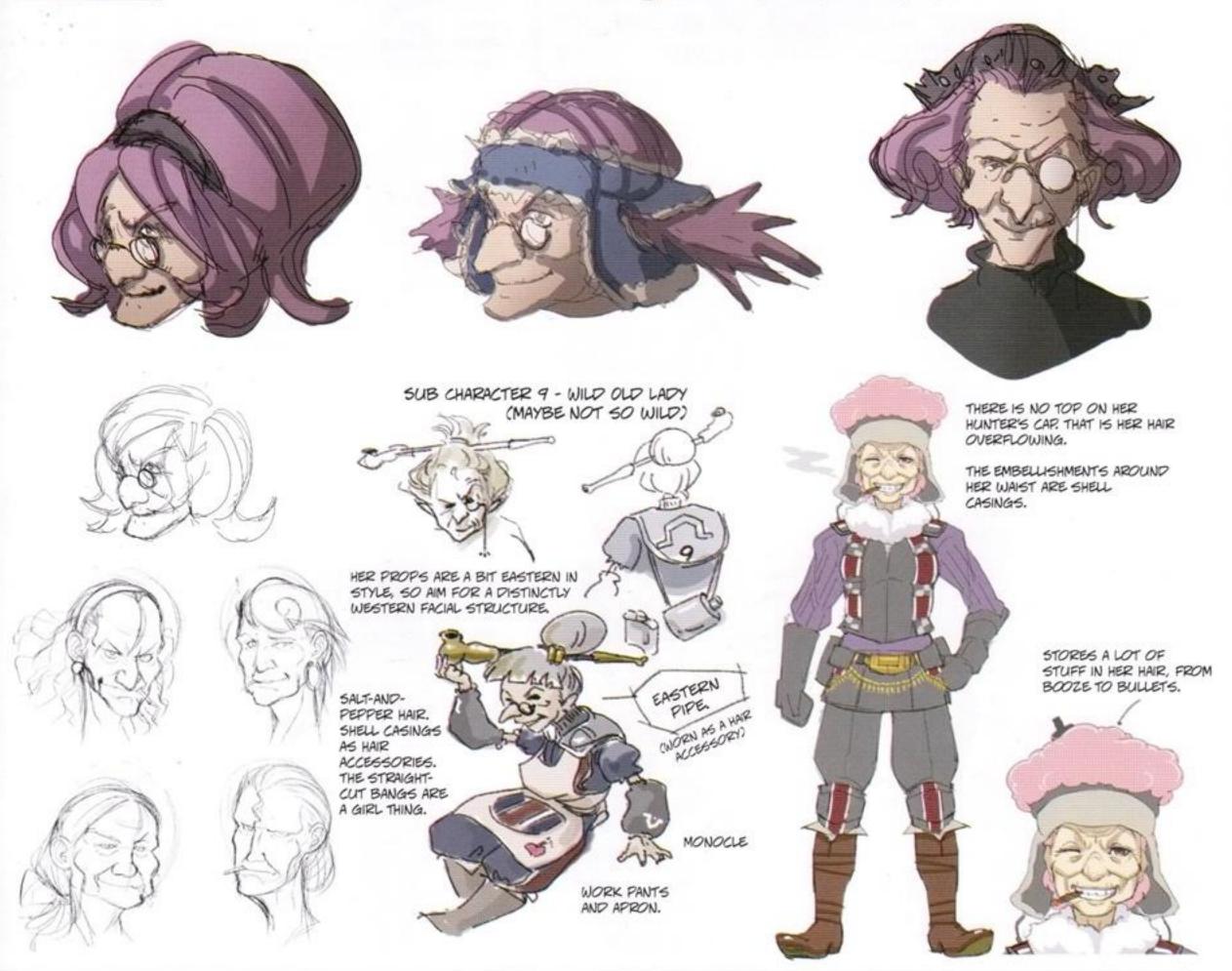
アニカ・オルコット
hairstyles, but Honjou requested that we give her

We tried a few different hairstyles, but Honjou requested that we give her short hair. We put her in spandex shorts because she's athletic, and we tried many different color schemes but settled on orange because it went well with her hair color. (SEGA - Tabayashi)



THE AMMO STRUNG AROUND HER WAIST SPEAKS TO HER YEARS OF EXPERIENCE.

We used Gloria's nose and chin to shape her into a pretty common old European lady. The fancy hairdo and the headband that seems to have come straight out of the '60s are her way of letting everyone know that she's still a woman. We thought that the faded purple of her hair and clothes suited her age well. (SEGA - Tabayashi)





# Valerie Hynsley

A MATURE WOMAN WHO PURSUES THE TRUTH OF HISTORY.

We wanted to give Valerie eyeglasses because they are basically the symbol of intellect. The clean haircut makes her look like a class president or something. She wears conservative clothes that are not revealing. I think we did a good job of portraying a slightly neurotic historian. (SEGA - Mikami)

ヴァレリー・エインズレイ



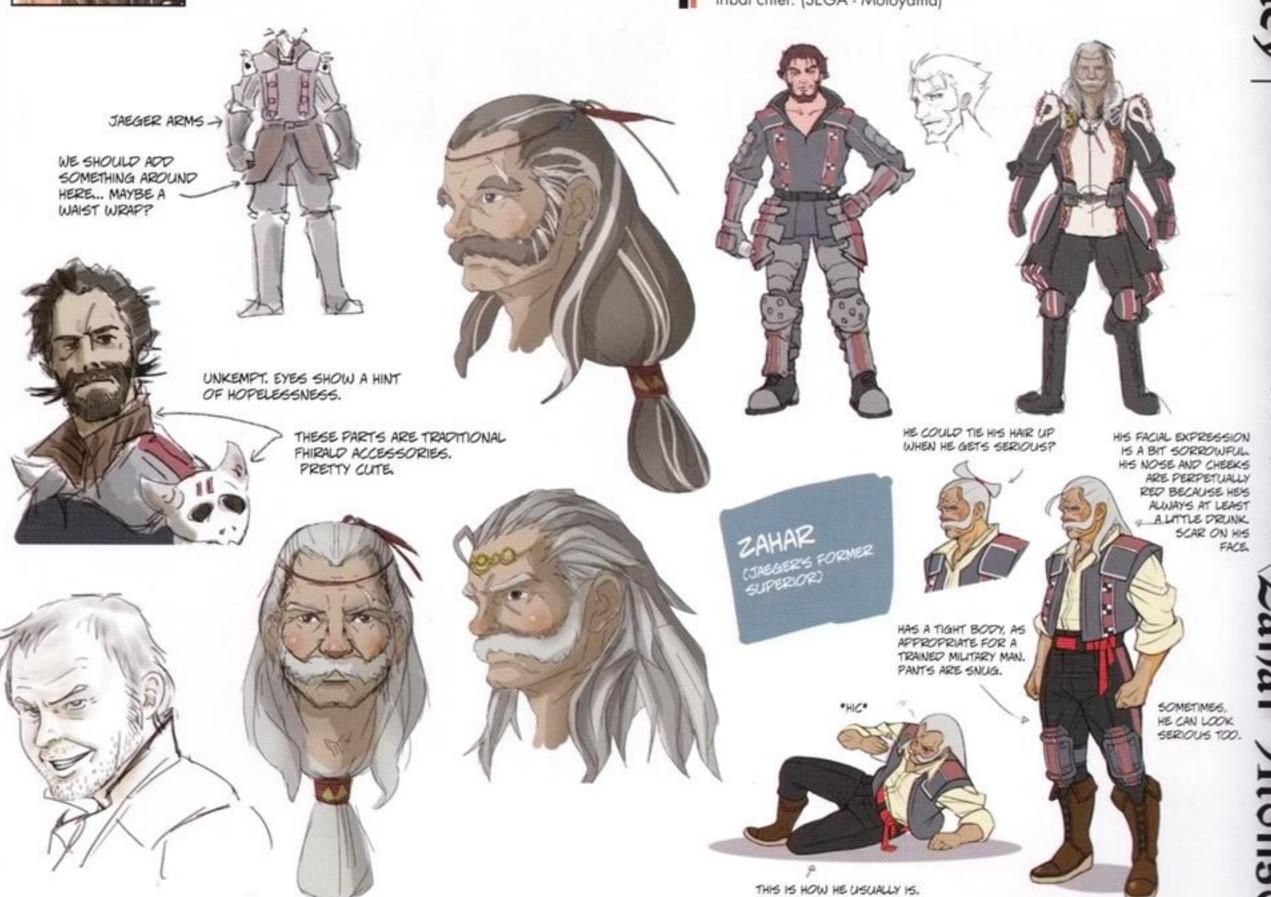


# Zahar Alonso

A DRUNKARD WHO CLAIMS HE USED TO BE JAEGER'S SUPERIOR.

As a Fhiraldian, we knew Zahar had to have animal skulls on his shoulders. This tradition has made Fhiraldians seem pretty tribal, so we also decided to add feathers to his hair. The only tricky thing about adding feathers was that we had to be careful not to make him look like a tribal chief. (SEGA - Motoyama)

ザハール・アロンソ



(DRUNK DAY AND NIGHT)

# Shin Hyuga

IN AN EARLY DRAFT, HIS NUMBER WAS WRITTEN IN KANJI.

シン・ヒューガ

Shin is a samurai, so the key concept behind his character was the common archetype foreigners associate with the word "samurai". The traditional Japanese clothes didn't fit in with the rest of the game world, so we altered them accordingly. Since he is only half-Japanese, we considered giving him silver hair, but settled on the cool combination of black hair with blue eyes. (SEGA - Tabayashi)



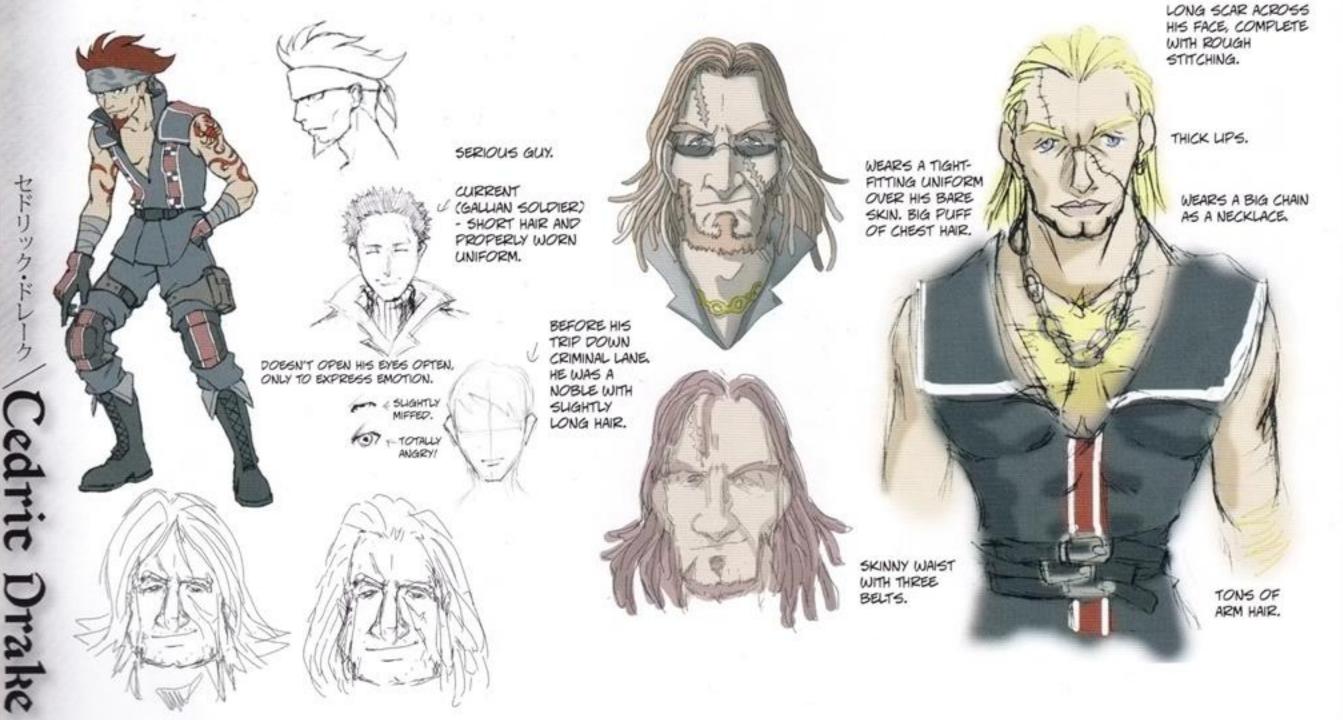


# Cedric Drake

A LEGENDARY CRIMINAL WHO LOOKS LIKE HE WOULDN'T DIE EVEN IF YOU KILLED HIM.

セドリック・ドレーク

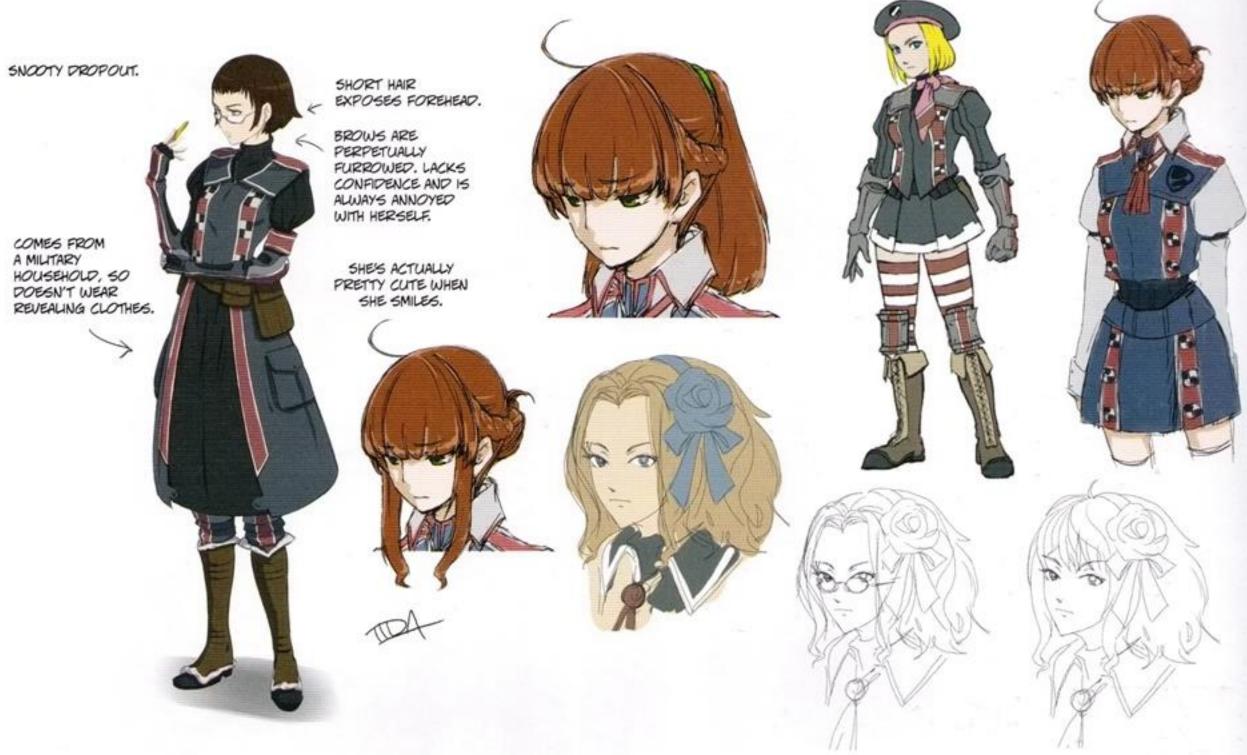
Whenever we try to draw a "bad guy", it's very easy to go in the direction of a common ruffian. Cedric is a criminal, but he once had grand ambitions. His eyes are slightly angled downward. We also got a request to put tattoos on him, so we added some to his arms. (SEGA - Tabayashi)



## Margit Ravelli

GRADUATE OF LANSEAL ROYAL MILITARY ACADEMY, AND A FORMER OFFICER.

The key phrase for Margit was "snooty rich girl". The design shown slow with the blue ribbon was exactly what we were looking for. She below with the blue ribbon was exactly what we were looking for. She seems like a pretty common archetype, but that's the kind of thing we were going for with this character. She's well-bred, so she doesn't show a lot of skin and wears long white gloves. (SEGA - Ozawa)



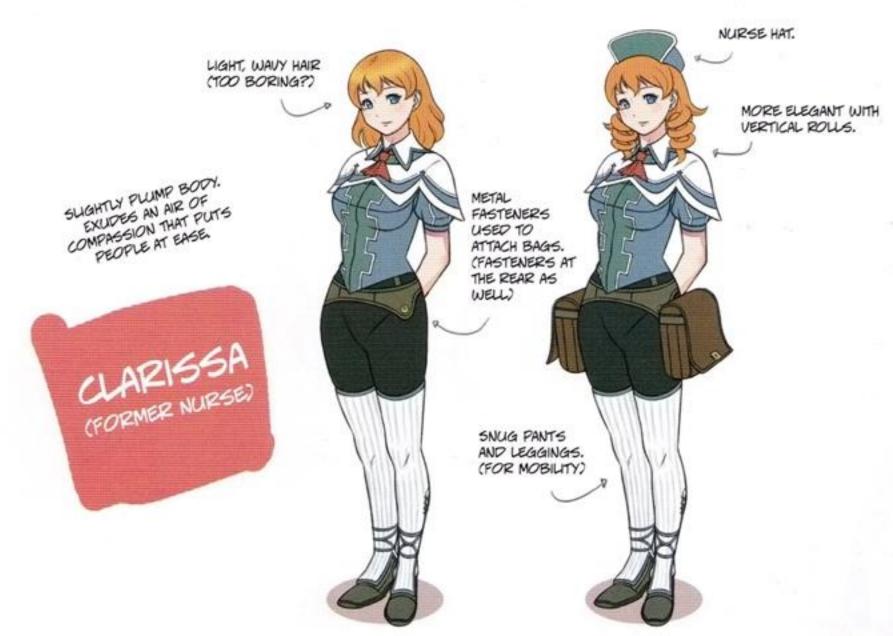


# Clarissa Callaghan

AN ANGEL IN WHITE WHO WAS SENT TO NAMELESS FOR FALLING IN LOVE WITH AN ENEMY SOLDIER.

クラリッサ・キャラハン

When it was decided that Riela's design would be revisited (see page 58), the development team couldn't let go of the old Riela, whom they had come to love. Instead of ditching her completely, we decided to rework her into Clarissa. She was originally slated for the heroine role, so it was no surprise when Clarissa proved to be very popular with the players. (SEGA - Ozawa)



イルマリ・ガソット/ 11ma

i Gasotto



# Elliot Oates

SUSPICIOUS GUY.
MARRIAGE FRAUD.

The white hat and little mustache we added made Elliot look really shady. We weren't aiming for a character that looks like a young guy you might find at a host club, so we aged him a bit. (SEGA - Ozawa) / We initially had him in shiny shoes, but since he was going to be out on the battlefield, we swapped them for boots. (SEGA - Tabayashi)

エリオット・オーツ









Ilmari Gasotto

FASHIONABLE, CAREFREE VAGABOND. We based Ilmari's design on a '60s hippie, but made him fashionable so that female players would like him. Since he is a musician, we included a treble clef on his scarf. Shockingly, Ilmari was not as popular with the female players as we expected him to be. (laughs) (SEGA - Tabayashi)





エイダ・アンゾルゲ

イルマリ・ガソット



# Ada Ansorge

A FORMER DETECTIVE WHO WILL DO ANYTHING TO ARREST CEDRIC.

We considered giving Ada a tight skirt, but then we realized that would make it difficult for her to chase after bad guys. Her short silver hair was pretty much set in stone right from the beginning due to Ozawa's concept sketch, shown below. We wanted to show the scar Cedric left on her, so we left her collar open instead of giving her a necktie. (SEGA - Tabayashi)









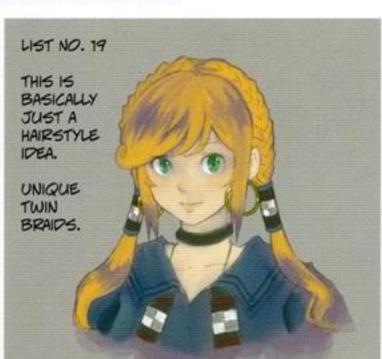
Valkyria Chronicles 3
COMPLETE ARTWORKS



# Gisele Fleming

TWISTED CHARACTERS HAVE TO BE CUTE TO BE LOVED.

The fact that Gisele is 24 but looks like a minor just adds to her aura of insanity. We had to be careful that Gisele's design did not overlop with Amy's or Carisa's, so we based her face on a French doll, which gave her a more inorganic look. (SEGA - Ozawa)





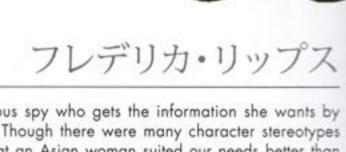














Frederica Lipps

THE LAST CHARACTER. FISHNET STOCKINGS AND HEELS ARE OKAY.

Frederica is a glamorous spy who gets the information she wants by using her feminine wiles. Though there were many character stereotypes available to us, we felt that an Asian woman suited our needs better than a voluptuous blonde. The butterfly tattoo adds to her dark, sexy vibe. We made sure that a lot of skin was exposed on her back since that is the side of her that players would be seeing the most. (SEGA - Ozawa)





# Calamity Raven

This section contains a few of the early design drafts for the Calamity Raven characters. Although Dahau and his people were originally a group of Darcsen rights activists, Borgia turned them into an independent special operations unit for the Imperial Army. The group was renamed "Calamity Raven", and Lydia was sent in to be Borgia's eyes and ears.

Since Darcsens as a people are against the idea of retaliation in general, one of the main concerns surrounding this all-Darcsen enemy unit was whether they would truly be viewed as a threat. That's when we decided to bring in the skull masks, as we felt they would add an ominous air to the characters. A suitable story explanation for the masks is that the people in Calamity Raven need to hide their identities during some of their missions. (SEGA - Motoyama)



# Logo Design

The design for the game's logo went through many changes, as can be seen below. Having the "Valkyria Chronicles" text set in thick, red, Gothic font is something that follows the tradition set by the first game. From there, they tried implementing various versions of the number "3", the subtitle, and the silhouettes surrounding the title.

# ► STYLE 1







for the character silhouettes, though they

already had a silhouette for Vár.

#### ► STYLE 2



This version of the logo design explored the possibility of including "Gallian Army Squad 422" as a subtitle. A couple of the examples also use the Valkyrian Hammer as the main silhouette.

#### ► STYLE 3



Various subtitles were considered in this style, including "Nameless 422", "Gallian Army Squad 422", and "The Nameless".

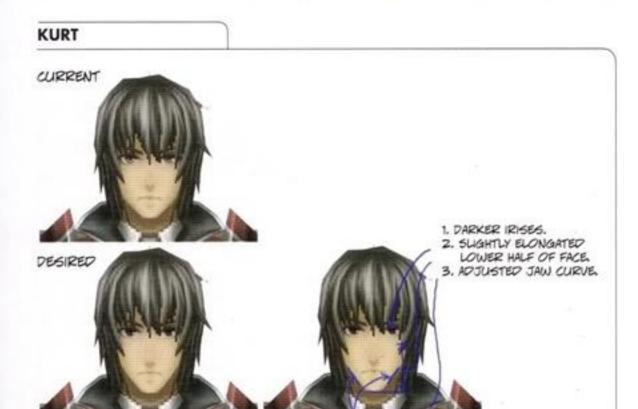
#### ► STYLE 4



This style, with a subtitle and the silhouettes of the two main heroines, was chosen as the final design. From this point, they made finishing touches to the positioning and coloring.

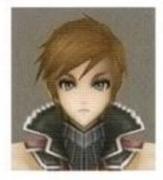
# C6 Models

There are many opportunities to see the characters' CG models up close in the game, so every little detail, from the characters' facial expressions to their various miscellaneous features, had to be checked meticulously. As a result, the CG models offer excellent representations of the character designs.



#### **ANNIKA**

#### CURRENT



1. THE EYES AND LONG EYELASHES MADE HER LOOK CUTE, BUT CHANGED THEM TO MAKE HER LOOK LESS CUTESY.

2. THE SHADING ON HER CHEEKS MADE IT LOOK LIKE SHE WAS WEARING MAKEUP, LESSENED THE SHADING TO MAKE HER SPORTIER. 3. MADE HER HAIR LIGHTER AND STRENGTHENED

THE SHADING. IT IS MORE MONOTONE THAN THE OTHER CHARACTERS' HAIR. 4. MADE HER MOUTH A LITTLE WIDER TO GIVE



HER MORE LIFE.

CURRENT









#### **GIULIO**

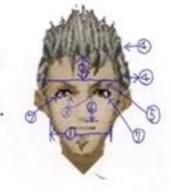


CURRENT



DESIRED CHANGES

- 1. WIDENED FACE.
- 2. LIGHTENED SKIN TONE. 3. ADDED VERTICAL SPACE
- TO FOREHEAD. 4. LESSENED THE VOLUME OF HAIR AT THE SIDES AND ADDED SOME HAIR VOLUME NEAR EARS.
- 5. ALTERED EYEBROWS.
- 6. LOWERED NOSE POSITION.
- 7. ANGLED EYES DOWN.
- 8. REMOVED SOME WRINKLES UNDER EYES.



DEIT



PREVIOUS



CHANGES

- 1. THINNED OUT UPS. (A LITTLE MORE, PLEASE ... )
- 2. ERASED HIGHLIGHT'S FROM EYES. (OK) 3. LOWERED NOSE (OK)
- 4. EASED WRINKLES UNDER EYES. (OK)
  - 5. ADDED SHADING AROUND HIS CHIN TO MAKE HIM LOOK MORE GAUNT, (OK) 6. EMPHASIZED WRINKLES ON EYELIDS. (OK)



CHANGES TO PREVIOUS

#### VYSE



EDITED 8/4

1. WOULD IT BE POSSIBLE TO MAKE IT SO THAT YOU CAN VAGUELY SEE HIS EYE? YOU DON'T HAVE TO MAKE IT SEMI-TRANSPARENT, YOU CAN JUST ADD A TEXTURE ON TOP OF THE EYEPIECE TO MAKE IT LOOK THAT WAY.



2. ADD HIS EYES A LITTLE CLOSE VERSIO

EYEPIECE NEEDS TO BE BROUGHT DOWN AND TO THE RIGHT A BIT TO CORRECTLY POSITION HIS EYE

#### FELIX



CURRENT

CHANGES

1. ADDED MORE HAIR VOLUME TO THE

2. LOWERED NOSE POSITION. 3. MADE SIDEBURNS VISIBLE FROM THE

4. LEGGENED WRINKLES UNDER EYEG. 5. CHANGED BANGS A BIT.

6. RAISED DEFAULT ANGLE OF LIPS.

**ELLIOT** 

DESIRED



1. ELONGATED LOWER HALF OF FACE. 2. SHARPENED LOWER HALF OF

A V SHAPE 3. WIDENED EYES.



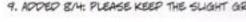
THEM AT ACUTE ANGLES.

5. ADDED WRINKLES UNDER EYES. 6. MADE HAT LARGER.

7. LOWERED MUSTACHE POSITION.



9. ADDED 8/4: PLEASE KEEP THE SLIGHT GRIN.

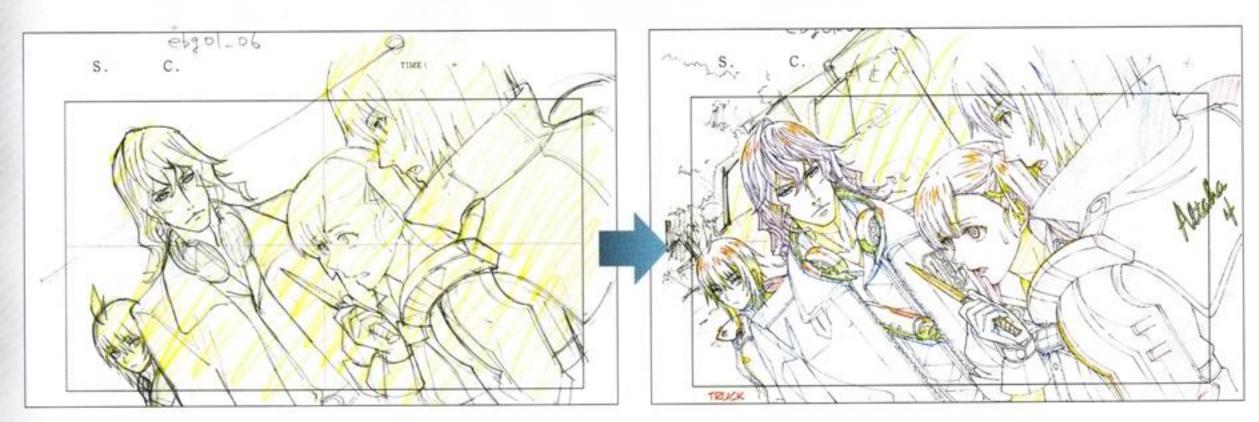


# Event Art

This section contains the original drafts for the game's event art. Some of the scenes that had changes made to them are presented in their "before" and "after" states. Such changes included adjustments to things like the layouts, facial expressions, and even how certain lines are drawn. The written comments traded between the staff members are worth a look.



This is the scene where Kurt tries to start a conversation with Riela and she turns to press her knife against his neck. Changes were made to Riela's facial expression.



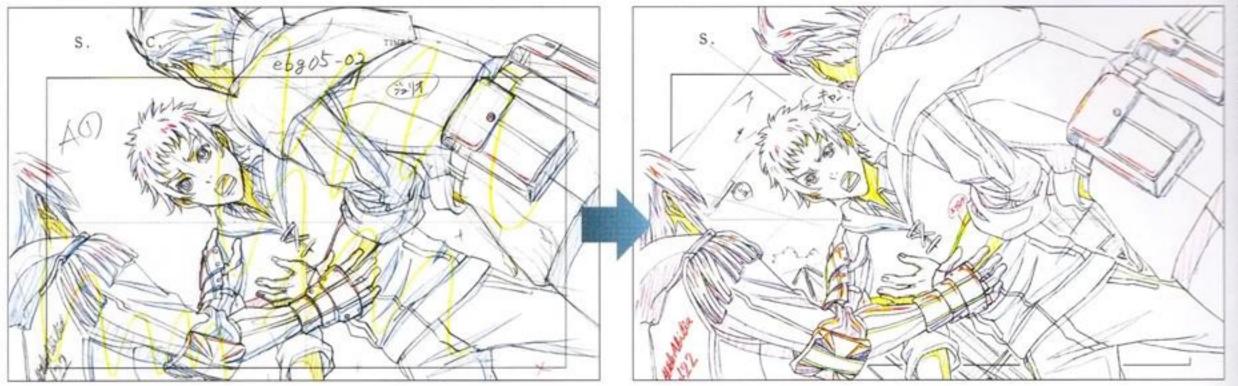
The scene where Gusurg makes his first appearance. Riela's facial expression and Imca's position were changed.



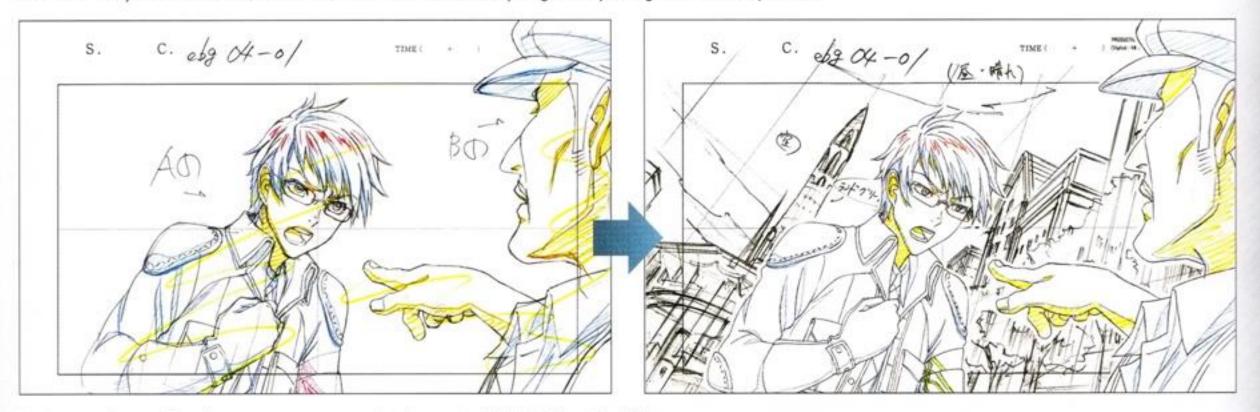
Edit notes mention changing Ramsey's hair and face. There is also a note about changing Kurt's posture, and a red outline shows the desired posture.



Kurt was irritated by the way Nameless ignored his orders, so he decided to eat a bunch of candies to calm himself down. The edit note requests that Kurt's cheek look fuller to show that he is eating lots of candies.



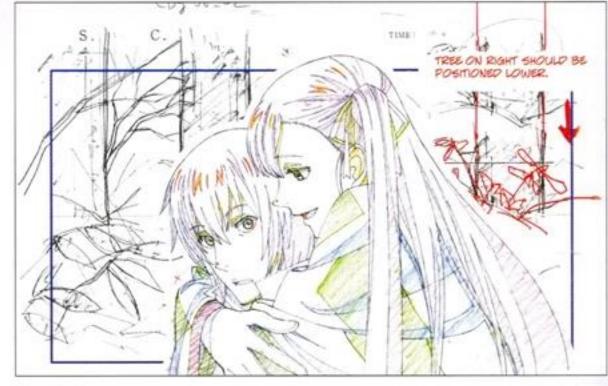
This is the scene where Avan from "Valkyria Chronicles 2" makes an appearance. He's two years younger in this game than he was in "Valkyria Chronicles 2", but the first draft made him look too young, so they changed his facial expression.



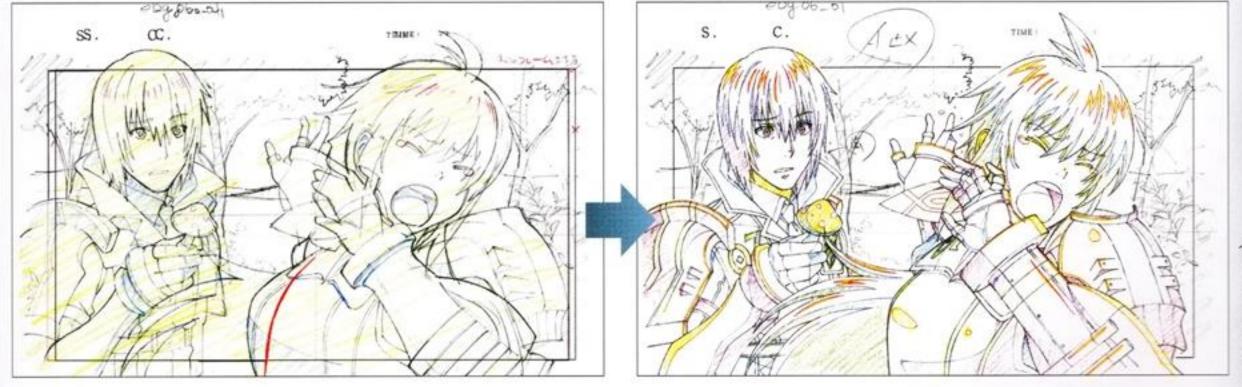
Zeri's scene shows a Zeri who is two years younger than he was in "Valkyria Chronicles 2". His facial expression was also altered to make him look a bit older than he did in the initial draft.



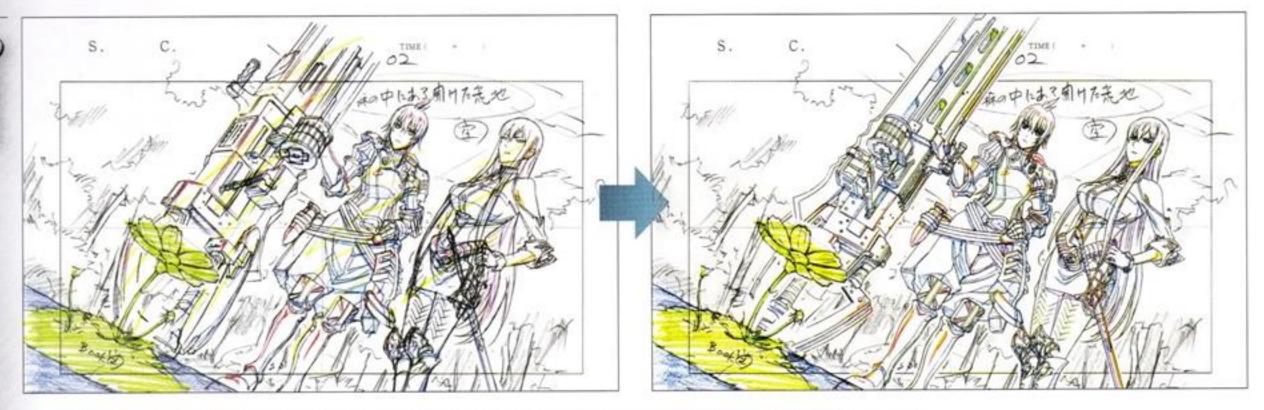
Cosette would be classmates with Avan and Zeri two years after the story of this game. The edit notes reveal minute attention to detail, as they request changes to the size of her eyes and nose. The color images used as reference are from "Valkyria Chronicles 2".



Riela and Kurt keep warm by sharing a blanket. Changes were made to the position of the tree on the right.



A terrified Imca turns away with a tear escaping her eye as she comes face to face with a mushroom. Her comical facial expression and the size of her breasts were altered slightly.



Imca and Selvaria are gazing down at an Eilusche flower. In the actual game, Imca and Selvaria come across the flower separately, so they do not appear on screen together the way they are depicted here. The only major edit was to the direction Vár is facing.

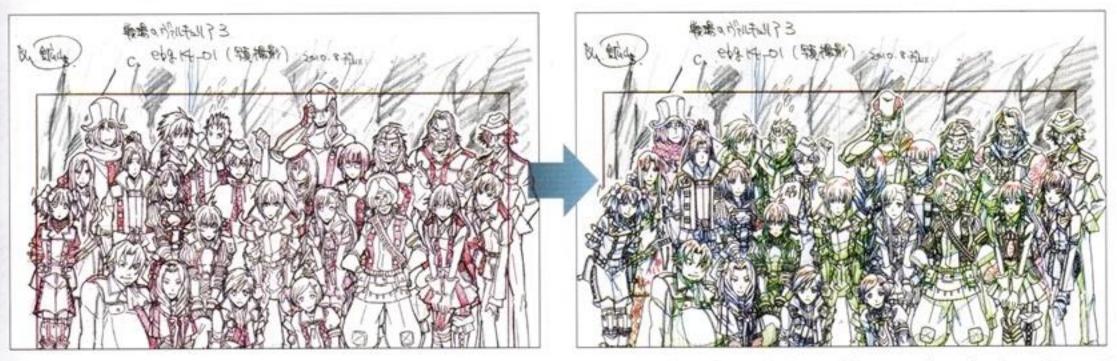






Changes were made to Dahau's face, as well as the hairstyle of the soldier on the right and the barrel of the gun held by the soldier on the left.

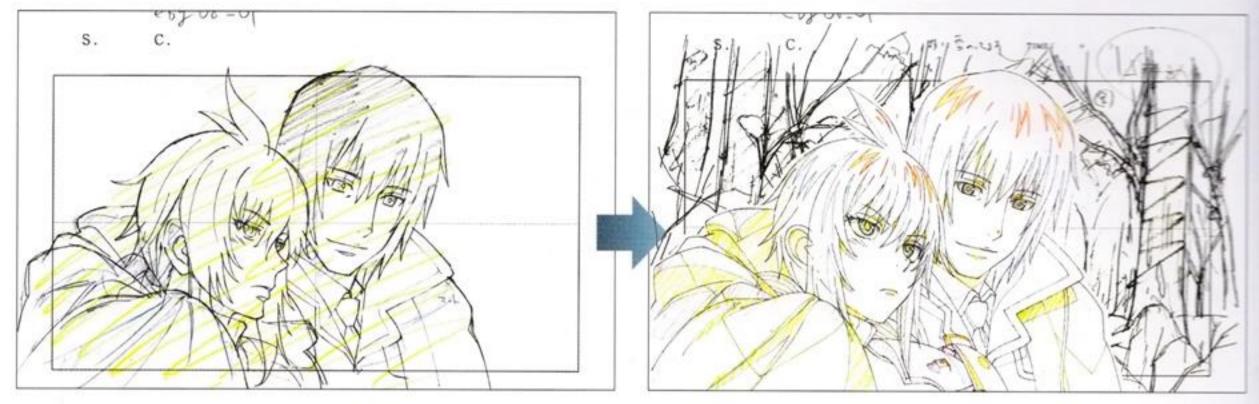
This is the scene where Dahau shoots Borgia. The edit notes emphasize the fact that Dahau is only taking this course of action because he feels he has no other choice.



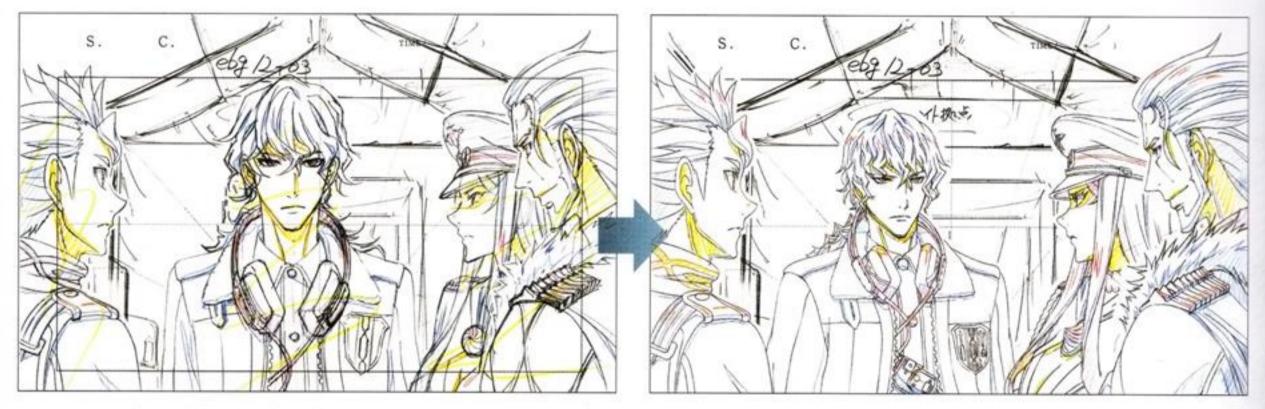
The commemorative photo that the Nameless took of themselves in the mining region. Kurt, Riela, and Imca had some changes made to their faces. Deit and Shin's heights were adjusted, and Gisele was given a somewhat cuter pose.



This image of the entire Nameless crew together started off with Leila on top of the tank, but she was shifted to a position between Kurt and Serge so that the image would fit better on the screen.



Kurt and Imca share a blanket to keep warm. In the edited draft, the direction of Imca's head was altered and she was given a slightly embarrassed facial expression.



Gusurg meets Dahau and the others for the first time since joining Calamity Raven. Dahau's posture was too stiff, so his stance was altered somewhat and the direction of Lydia's gaze was changed accordingly.



Lydia's final scene. They added smoke to the background to convey the fact that Lydia's tank was utterly destroyed in her battle against Nameless.



The scene where Riela and Imca grow closer. Imca doesn't smile often, and this particular smile was edited so that she smiled with her mouth closed.



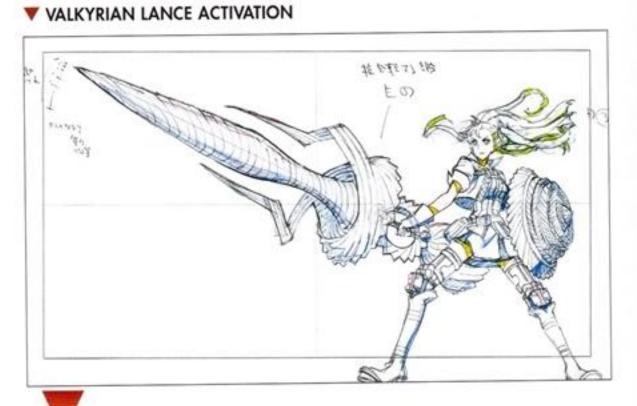
The climax of Nameless' final mission. This scene shows Riela using her Valkyrian lance to attack the missile that was launched. It seems a lot of attention was given to how her Valkyrian aura would be portrayed, and what colors they would use.

# Cinematic Art

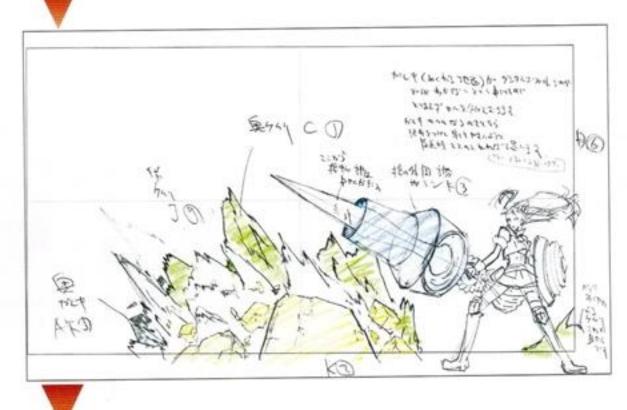
Cinematics were inserted into the game during important events to make the story more exciting. In total, the drafts drawn for all of the game's cinematics amounted to over eight cardboard boxes' worth of drawings, and this section contains a few hand-picked drafts from that massive collection. The scene with Kurt and Welkin wasn't actually included in the game, but we decided to include that draft here anyway.

#### **V** RIELA SWINGING HER VALKYRIAN LANCE

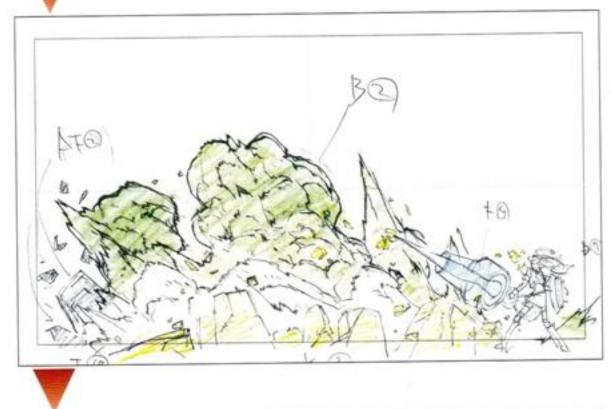


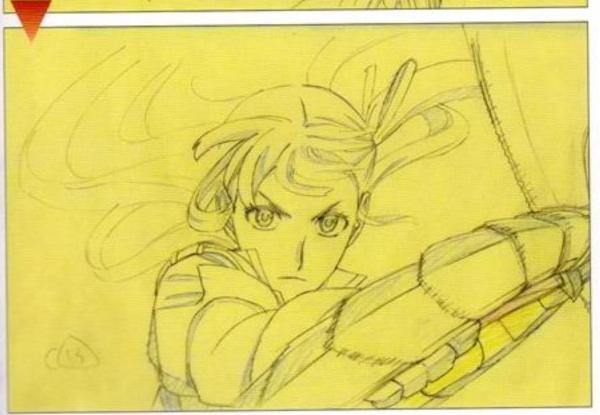


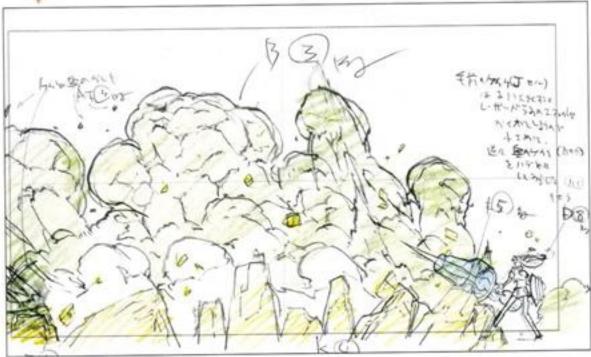


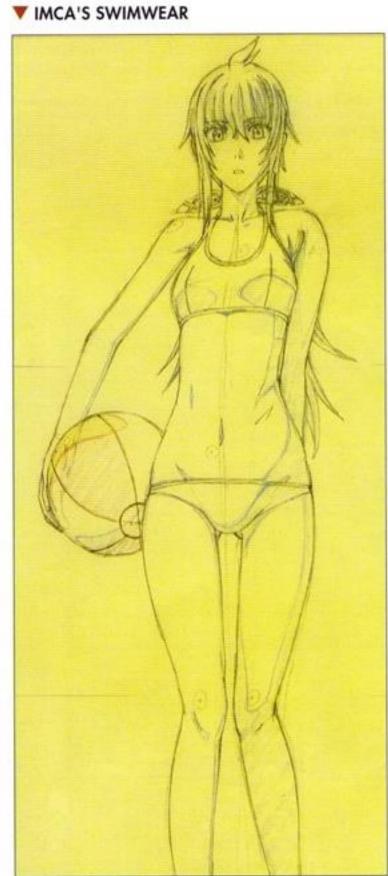








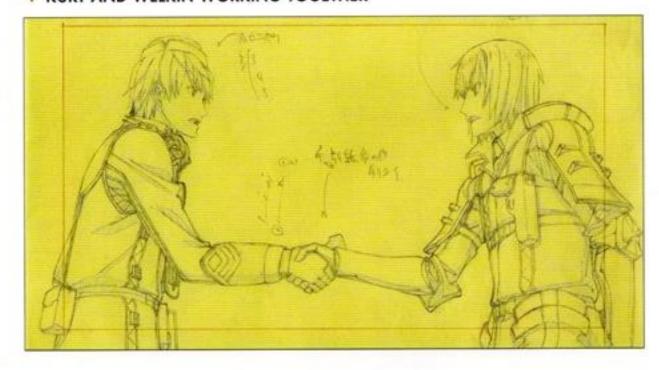




**▼** RIELA'S SWIMWEAR



W KURT AND WELKIN WORKING TOGETHER



**▼** RIELA'S SMILE





**▼** IMCA'S SMILE

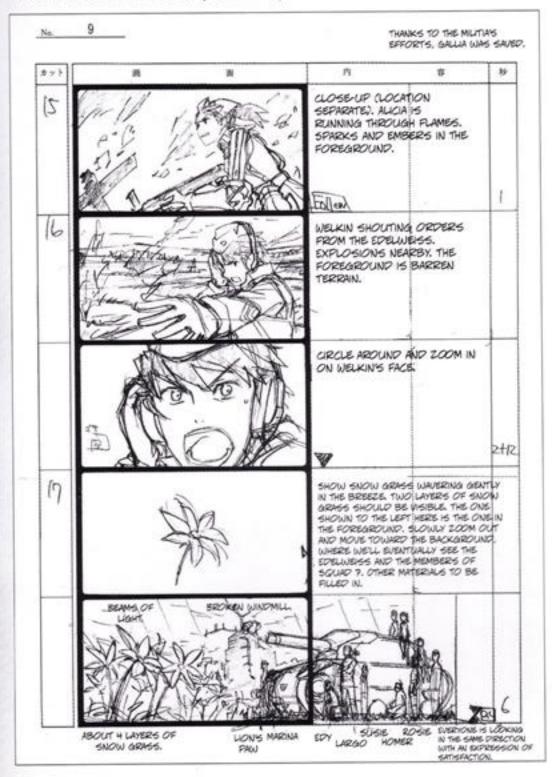




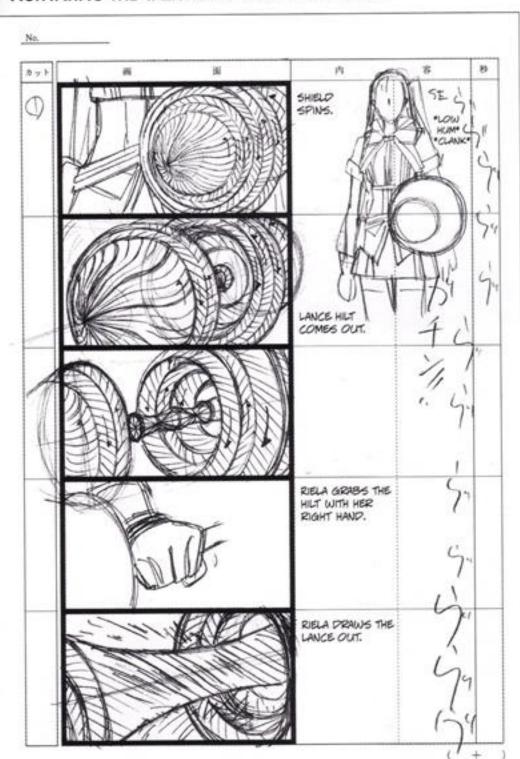
# Storyboards

This section contains key parts of the storyboards used in the preparation of the opening and ending sequences, as well as the cinematics that appear during gameplay. The battles are drawn in such a way that the action comes to life even at this rough stage. Production I.G was the company responsible for this game's animated cinematics.

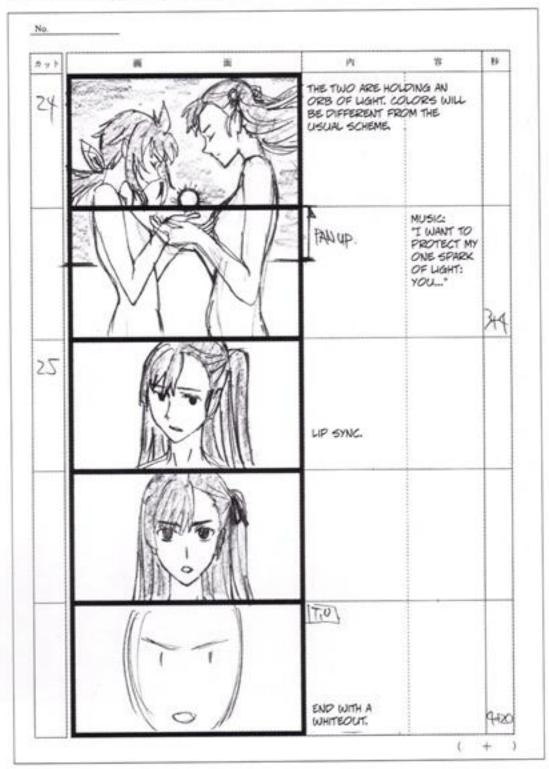
#### ▼ OPENING SEQUENCE (SQUAD 7)



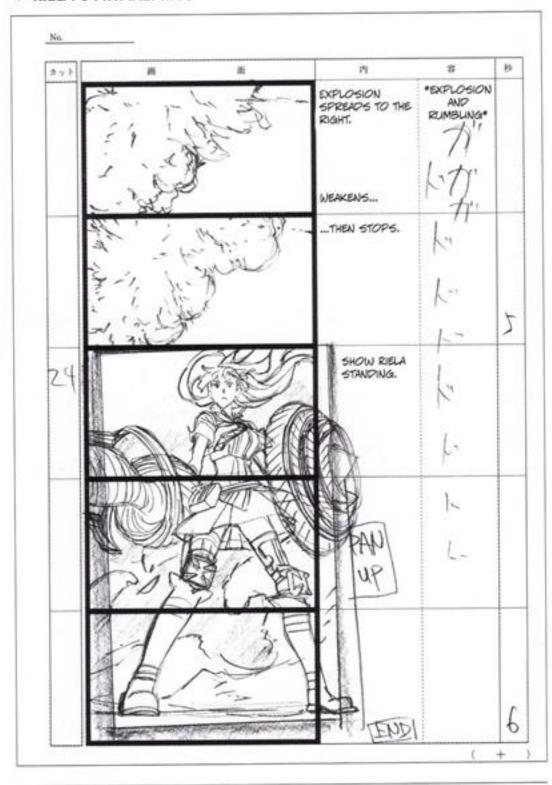
#### **V** ACTIVATING THE VALKYRIAN LANCE AND SHIELD



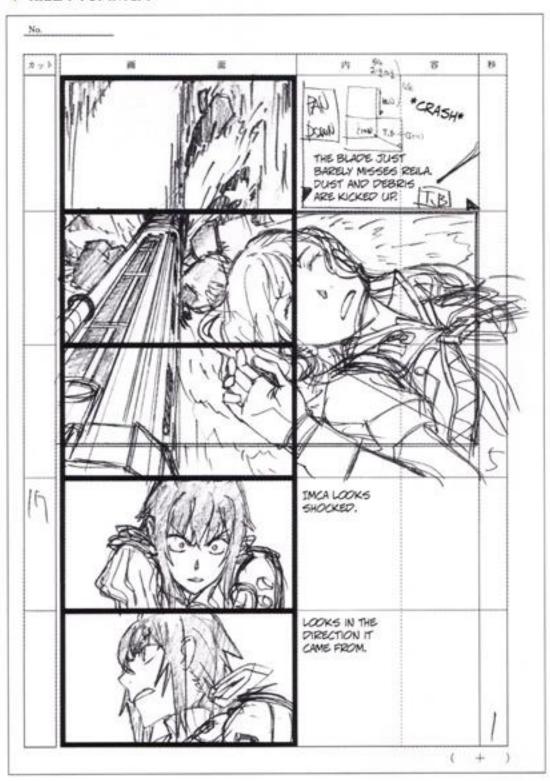
#### OPENING (RIELA AND IMCA)



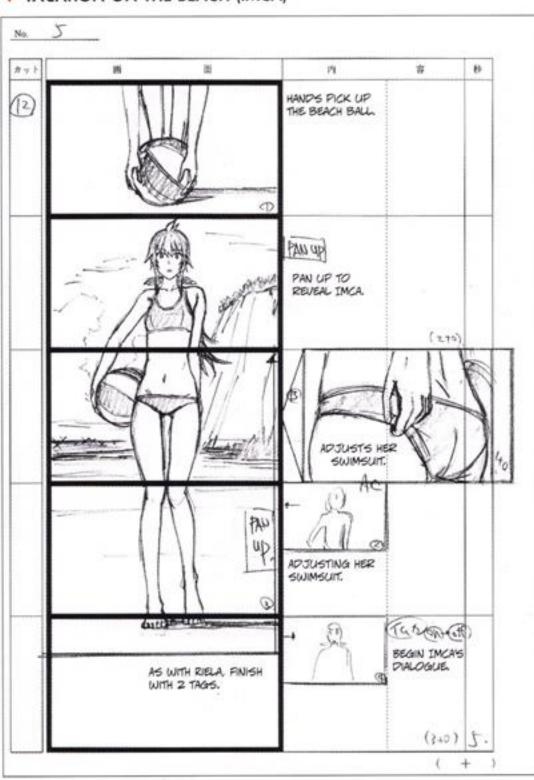
#### ▼ RIELA'S AWAKENING



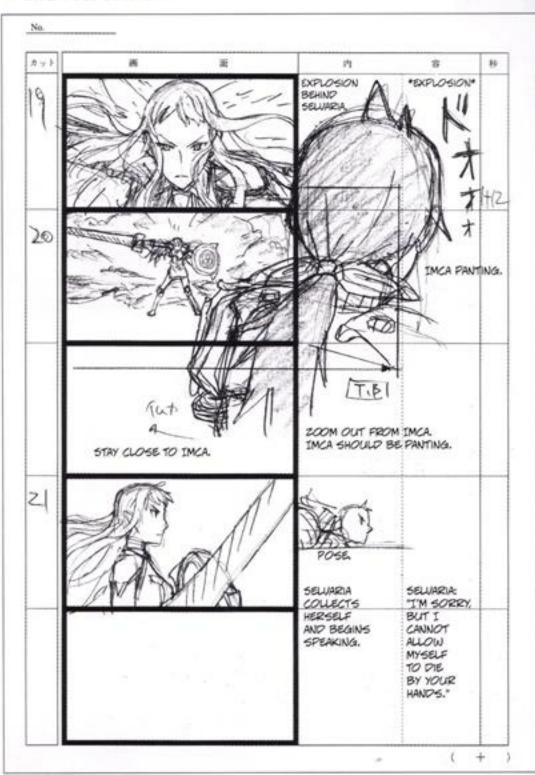
#### **V** RIELA VS. IMCA



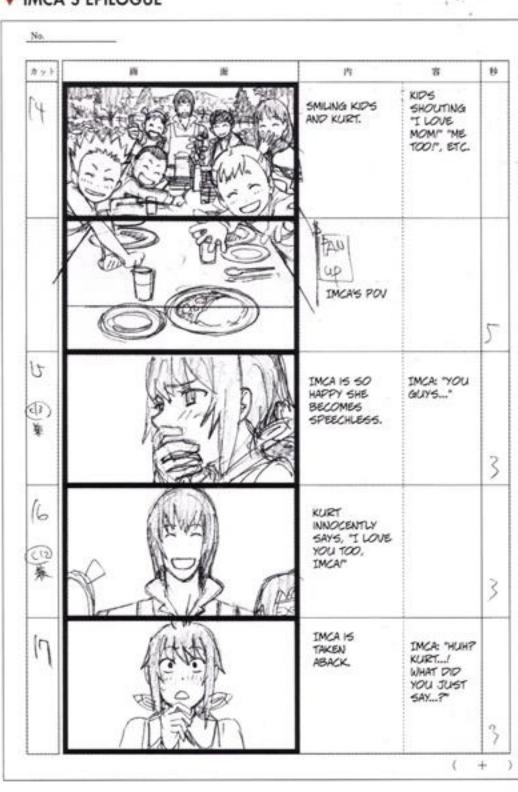
#### ▼ VACATION ON THE BEACH (IMCA)



#### **W** IMCA VS. SELVARIA



#### **▼ IMCA'S EPILOGUE**



# Background Art

This section contains the concept art for places like the Nameless camp and the Valkyrian Hammer, which served as the stage for the final battle. These images offer a rare opportunity to get a closer look at the details on the transporters and the other various parts of the Valkyrian Hammer, which are not readily visible during gameplay.

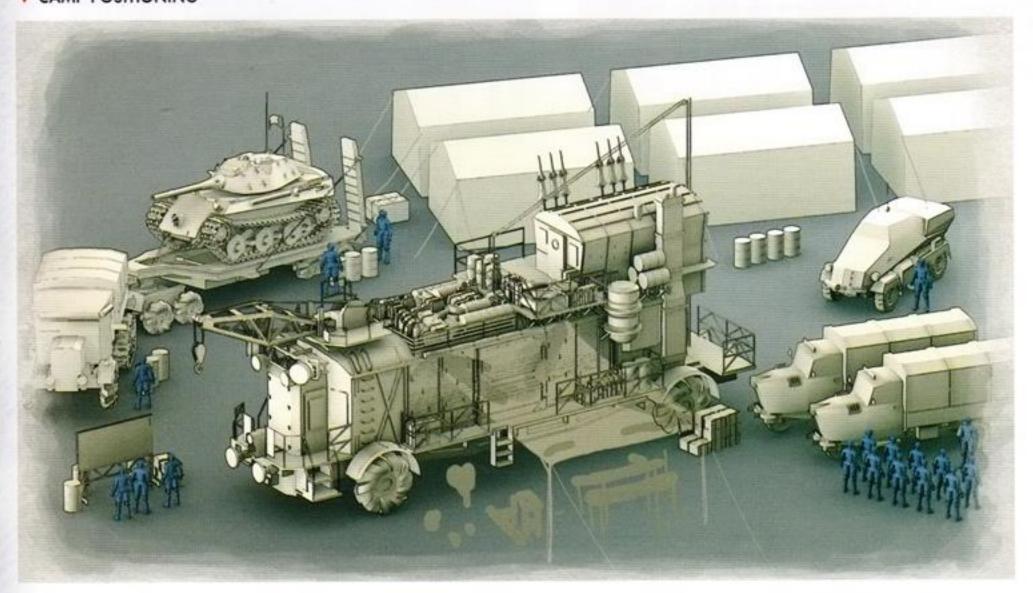
### Nameless Camp

#### ROUGH DESIGN



The camp is set up around the tent where all of the planning is done. The layout of the in-game menu was considered when positioning the tents and vehicles.

#### CAMP POSITIONING



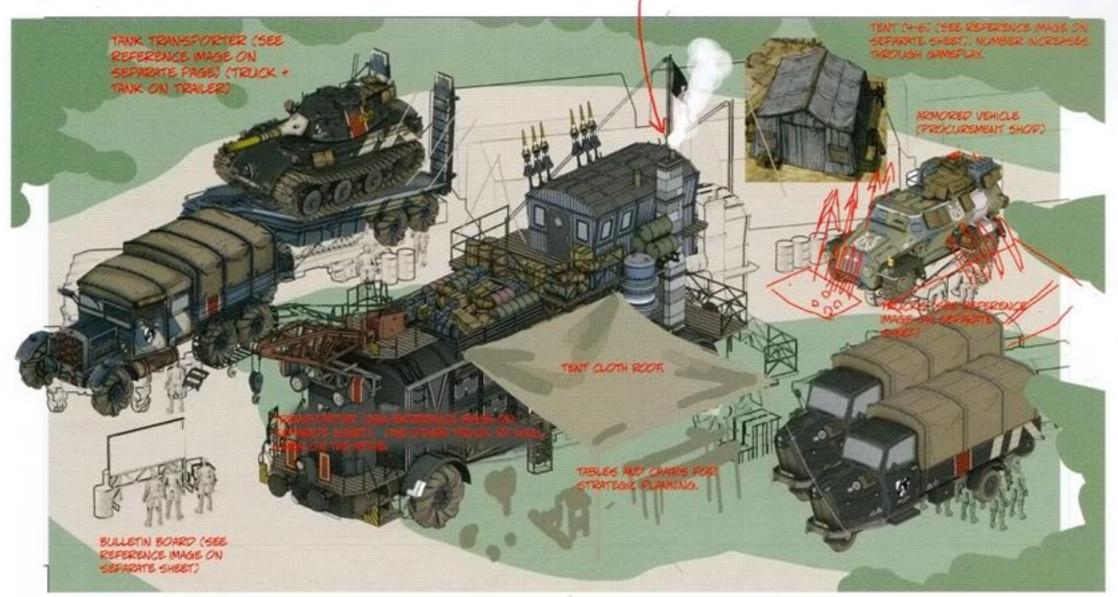
With the rough design as a reference, the designers solidified the layout of the camp with this CG image. The transporter is in the center, while the tents used for sleeping are lined up at the top right. The board used for relaying orders is located at the bottom left.

#### ► TENT LAYOUT

The tents serve as a place of rest for the soldiers in Nameless, who spend most of their time traveling from one region to another. The hospital and dining hall tents are quite large, and as the images to the right show, they are filled with lots of props.



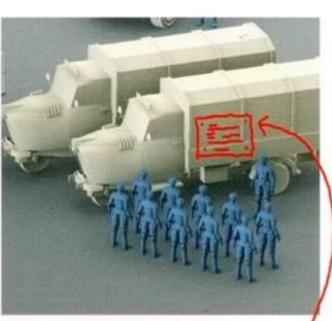
#### **▼ CAMP POSITIONING AND SETUP**







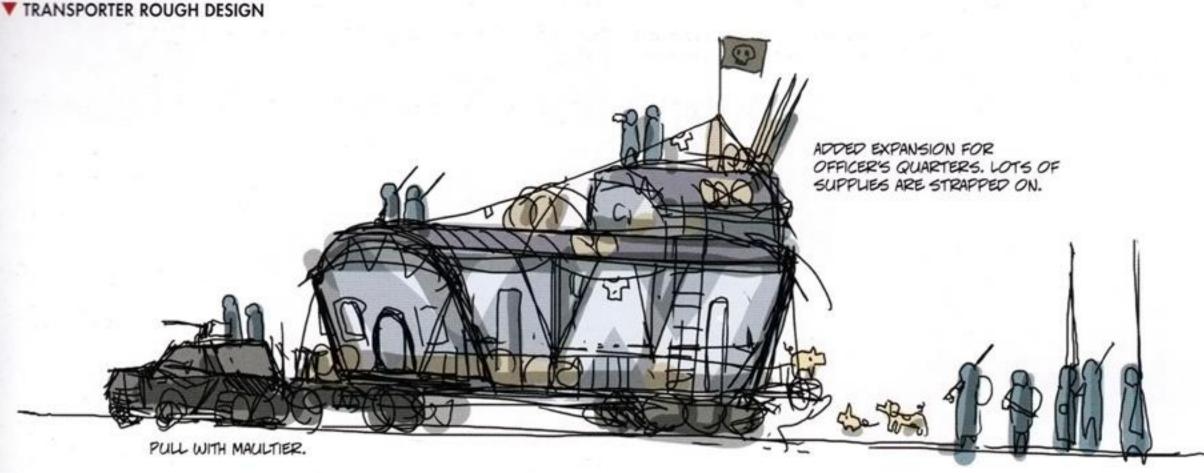
Various little props like crates and barrels can be found around the camp. Important information is posted on the bulletin board at the bottom left, as well as on the side of the truck to the right. The training grounds are set up away from the camp, and personnel are transported there via trucks.

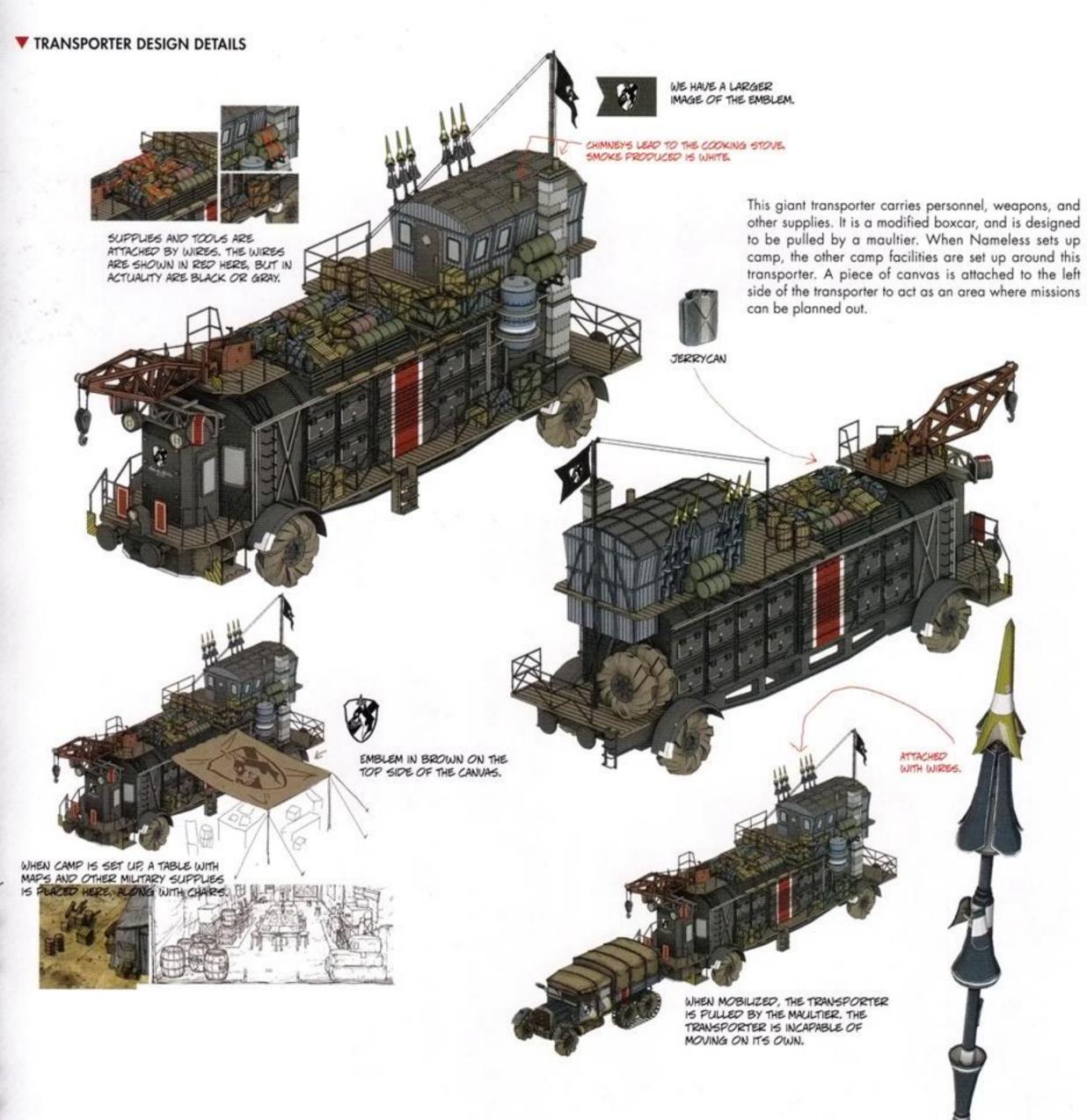


THERE IS AN INSTRUCTOR (TED) AND ABOUT 10 NAMELESS MEMBERS IN FRONT OF THE TRUCK (THE LESS PROMINENT CHARACTERS ARE LINED UP IN THE BACK). THEIR TRAINING SCHEDULE IS PASTED ON THE SIDE OF THE TRUCK. (SEE REFERENCE IMAGE ON SEPARATE SHEET FOR TRAINING SCHEDULE)

#### **▼** COMPLETED IMAGE



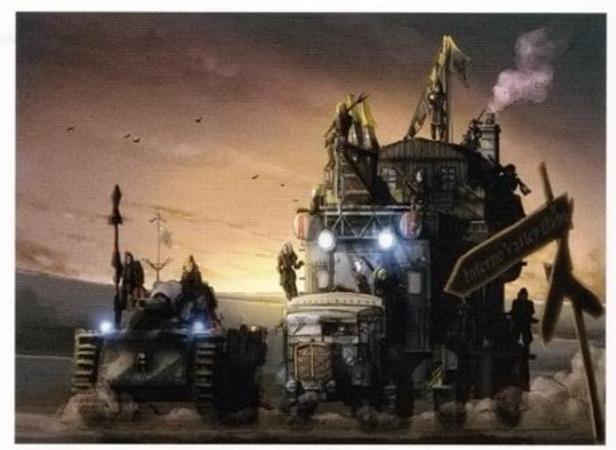


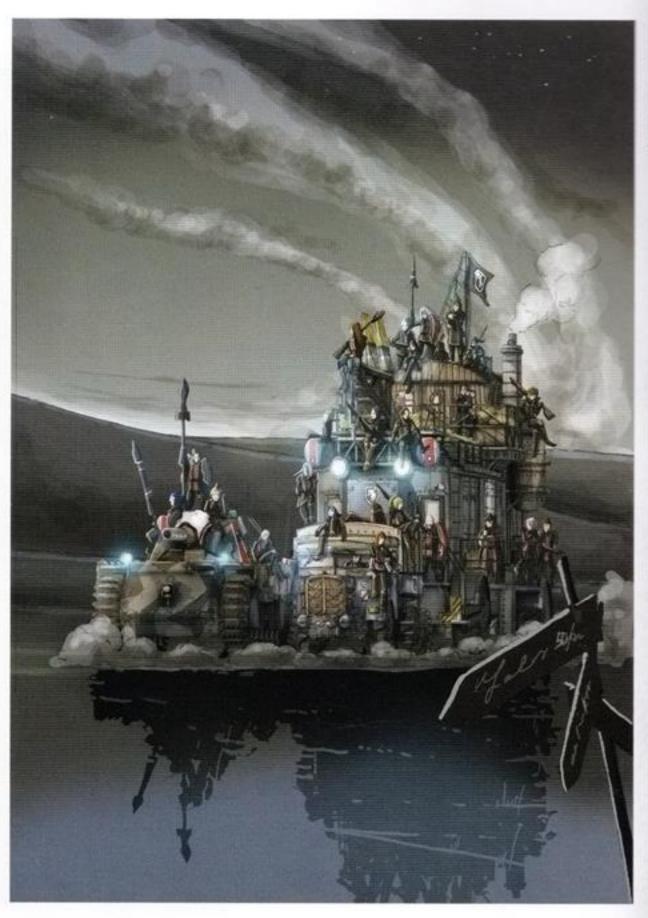


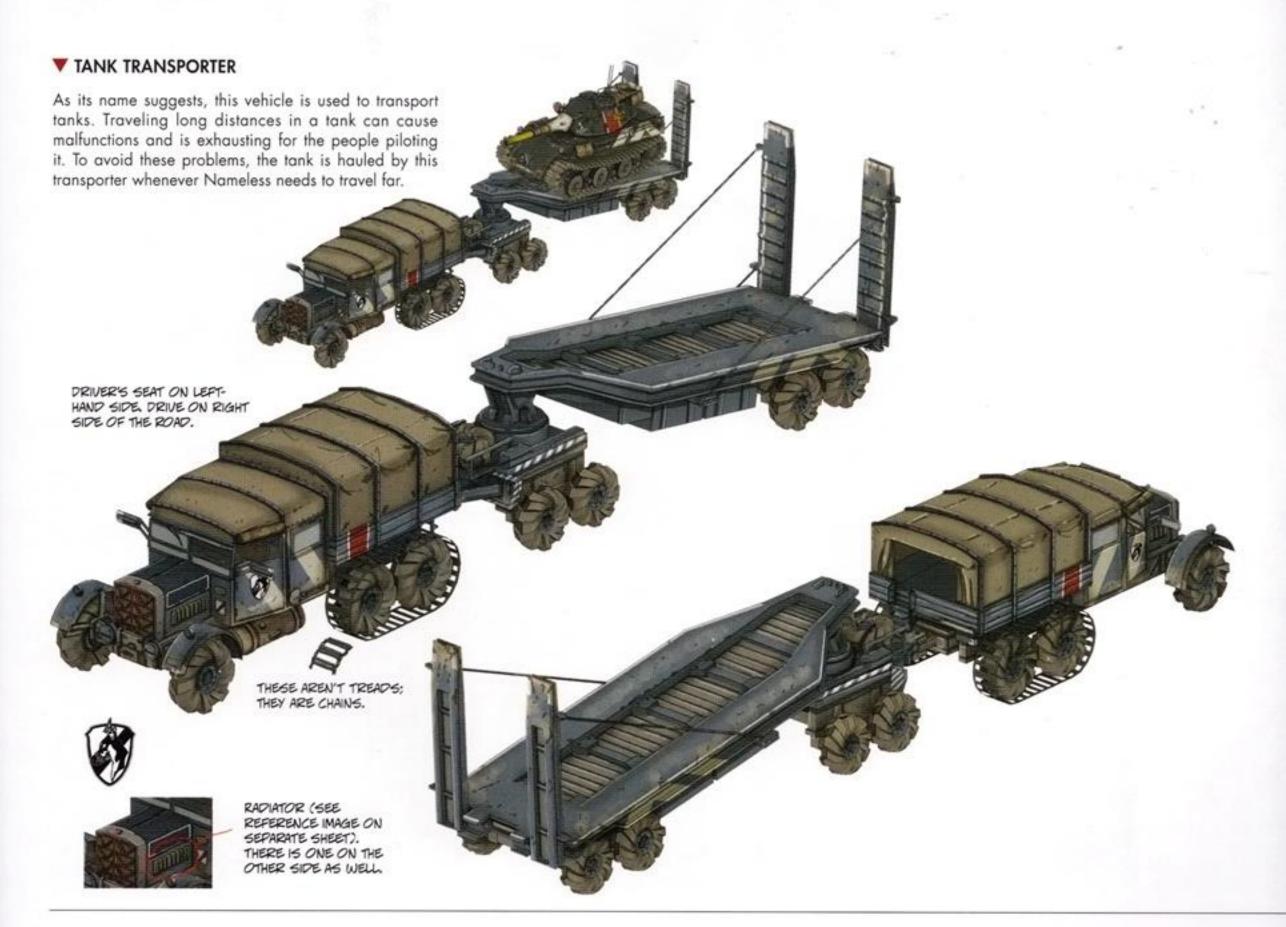
#### **▼ NAMELESS EARLY CONCEPT ART**

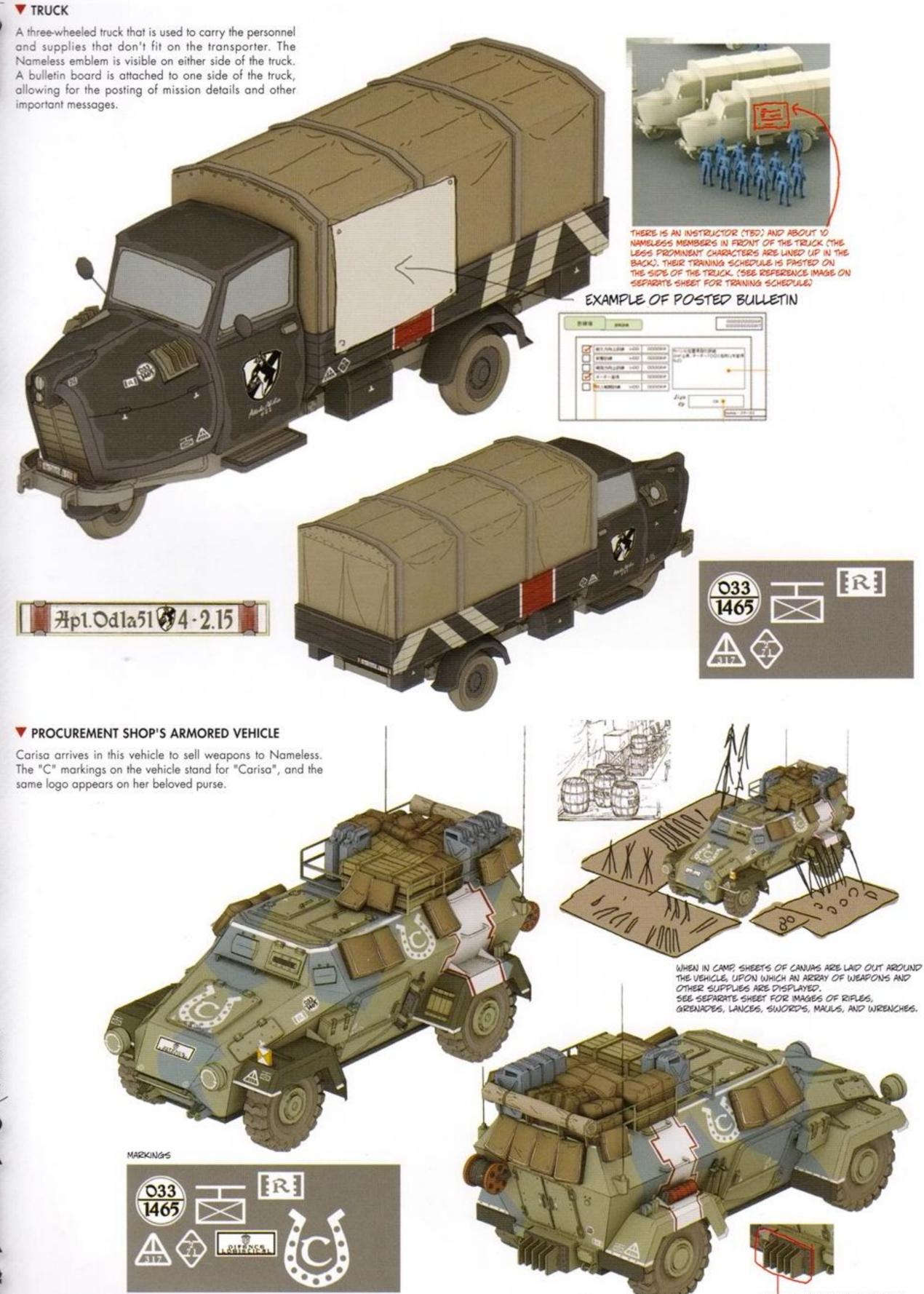
These are the early concept drawings the development team created to unify their vision of a penal military unit that wanders the land. The sunset was used in multiple places as the motif for this game.





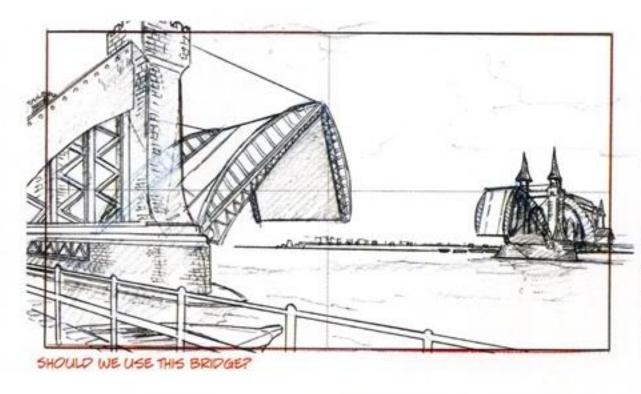


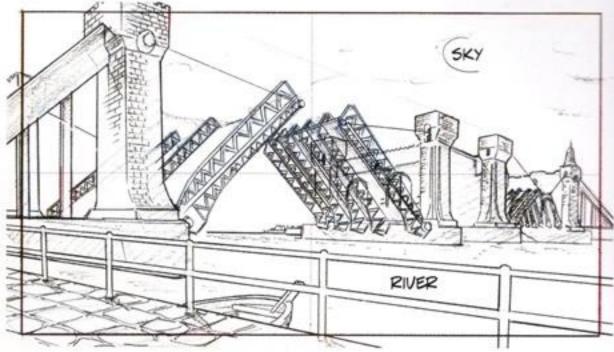


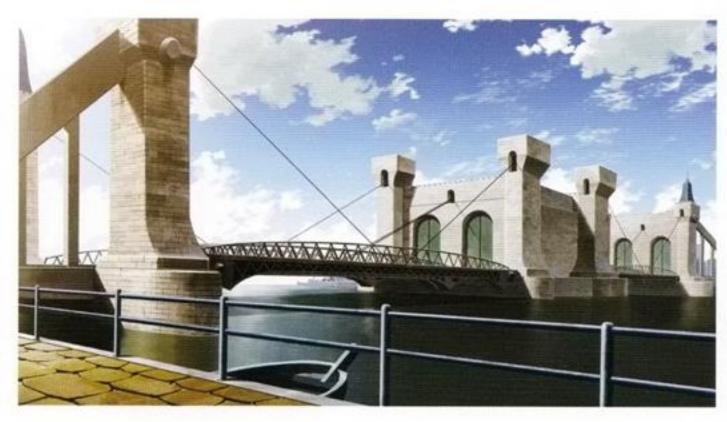


RADIATOR (SEE SEPARATE SHEET)

## K Bascule Bridge

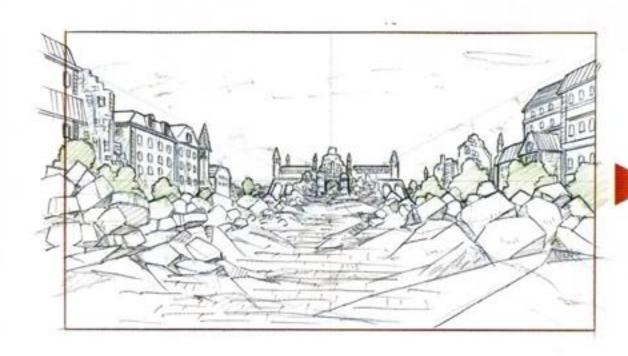


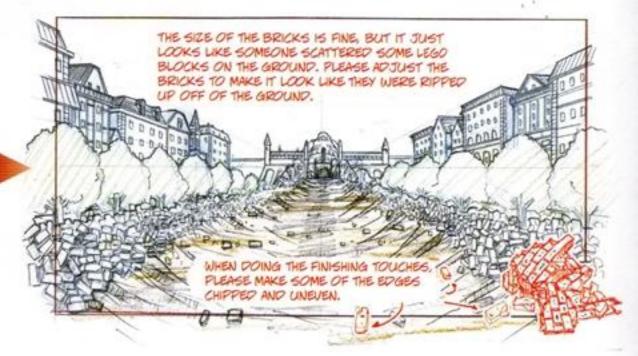




The two bridges that made an appearance in the game. Of the two design drafts above, the one on the left is the Great Vasel Bridge, which was built toward the end of the Middle Ages as a line of defense for the capital city. The Great Vasel Bridge was initially constructed as a solid bridge with no way to raise it, but was upgraded during the 19th century to be able to fold like an accordion. The bridge on the right is the symbol of Borger, also known as "Borger's Wall".

## «Randgriz City (damaged)







This used to be the beautiful main street that led directly to Randgriz Castle. The brick road was torn up by the massive tank Echidna during an imperial attack. Great attention was paid to the bricks' smallest details to ensure that it looked like a massive tank had ripped up a brick road.

### Valkyrian Hammer

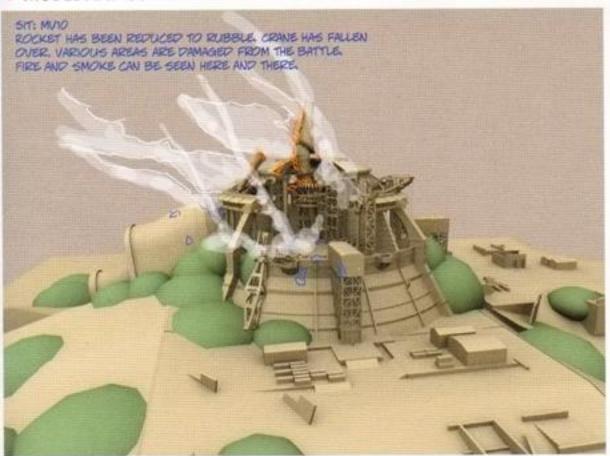
The Valkyrian Hammer is one of the Valkyrian ruins located within imperial territory. The large structure is thought to have once been a temple. Being an ancient building, the stone surface has become damaged over time, and nature has reclaimed many areas of the structure. Upon first glance, this structure appears to be nothing more than a historical curiosity, but closer inspection would reveal a deadly weapon built within its walls, a weapon capable of destroying an entire city in the blink of an eye.

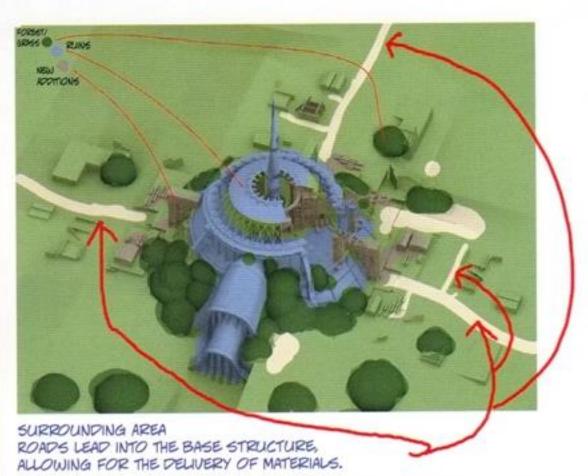
#### **▼** COMPLETED IMAGE

The missile is closely related to the Valkyrian Holy Lance, and once required a ritual involving Valkyrian powers to control its trajectory. The weapon was altered with modern technology to allow it to be launched without Valkyrian powers, however. As part of the construction effort to make these alterations, a portion of the building had to be dismantled. The portion of the lower level that is no longer covered in vegetation is clearly a military facility. Approximately one dozen of these missiles is stored in an underground storage space, allowing for multiple uses of the weapon.

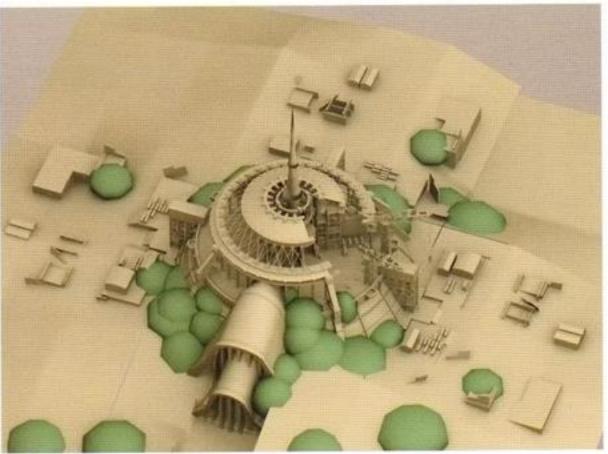


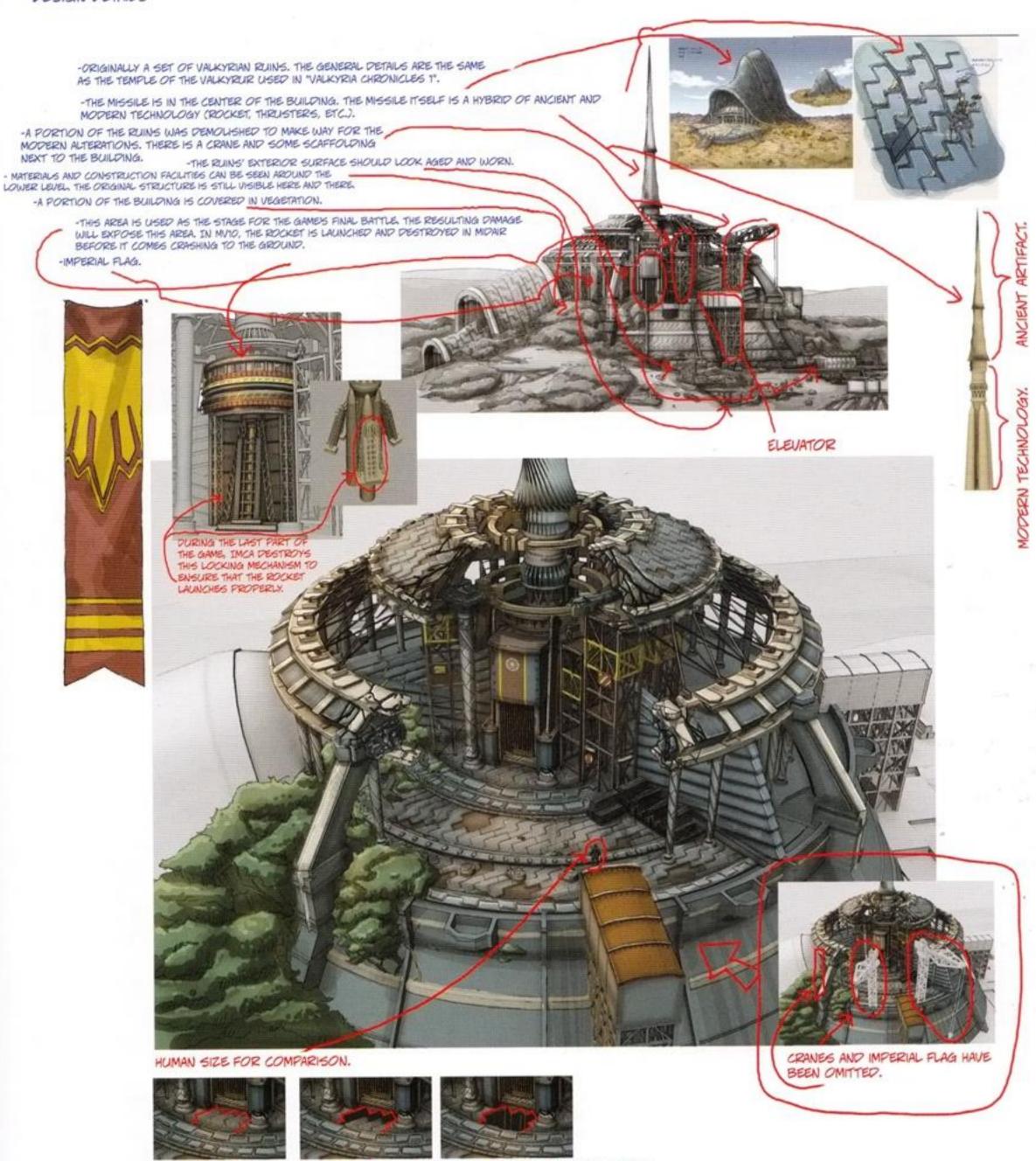
#### **▼ MODEL AND SURROUNDING AREA CONCEPT**







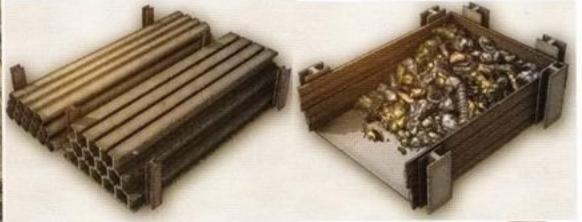




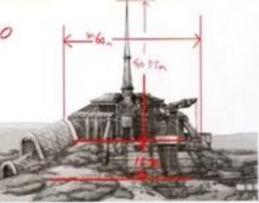
THIS PART HAS SUNKEN IN AND LEADS TO THE UNDERGROUND CONTROL ROOM.

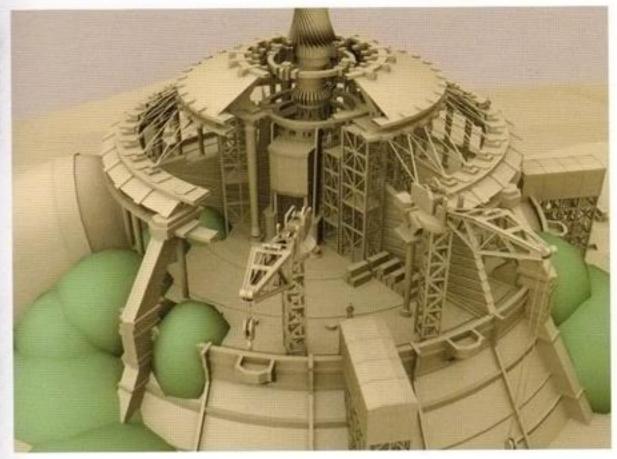


DETAILED REFERENCE FOR BUILDINGS ON LOWER LEVEL.



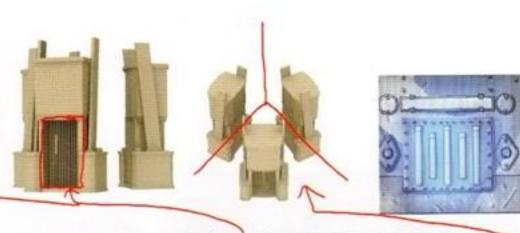
REFERENCES FOR THE CONSTRUCTION MATERIALS LOCATED AROUND THE BUILDING. ASIDE FROM THE TWO SHOWN ABOVE, SANDBAGS, CRATES, STEEL DRUMS, AND OTHER SUPPLIES WILL BE VISIBLE.







FIRST BATTLE WEAK POINT



THE LAST BOSS WILL BE LOCATED AT THE WEAPON AND USES MORTAR ATTACKS.

THE WEAK POINTS ARE THESE RADIATOR PANELS. THEY WILL HAVE THE BLUE RAGNITE GLOW.

THERE ARE THREE, BUILT INTO WALL SEGMENTS AND FACING DIFFERENT DIRECTIONS.

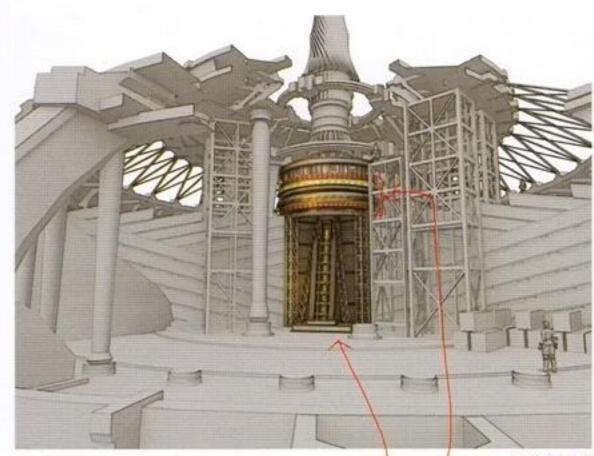


THE IMPACTS WILL BE IN COMMAND MODE

MORTARS WILL BE LAUNCHED FROM THIS ROOFTOP, TARGETING THREE AREAS. (ACCORDING TO HORII, THE MORTARS WILL NOT BE LIMITED TO ONE AREA) EACH AREA WILL BE HIT BY TWO OR THREE MORTARS. THE COLOR AND EFFECT WILL BE A BLUE SIMILAR TO THE GEIROLUL'S EFFECTS.









VIEW FROM TOP



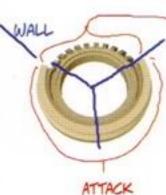


\*ZZZAP!!\*



THESE RINGS PRODUCE AN ATTACK SIMILAR TO THAT OF A MACHINE GUN, BUT THE SHOTS ARE COLORED RAGNITE BLUE, THE RANGE IS LIMITED TO AREA C. AND WILL NOT REACH THE OTHER AREAS.

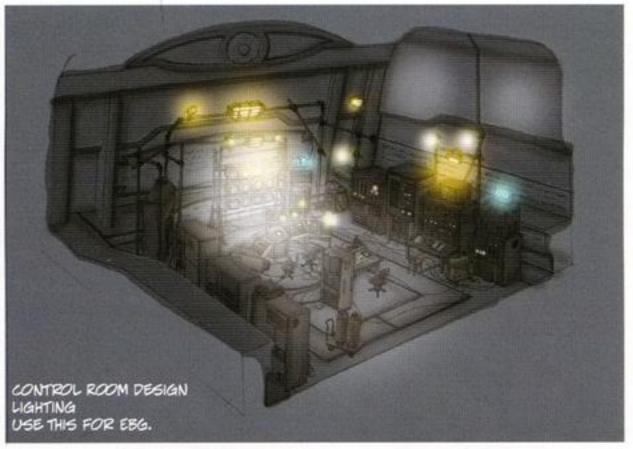
ATTACKS FROM RINGS FOR THE LATTER HALF OF THE FINAL BOSS BATTLE.



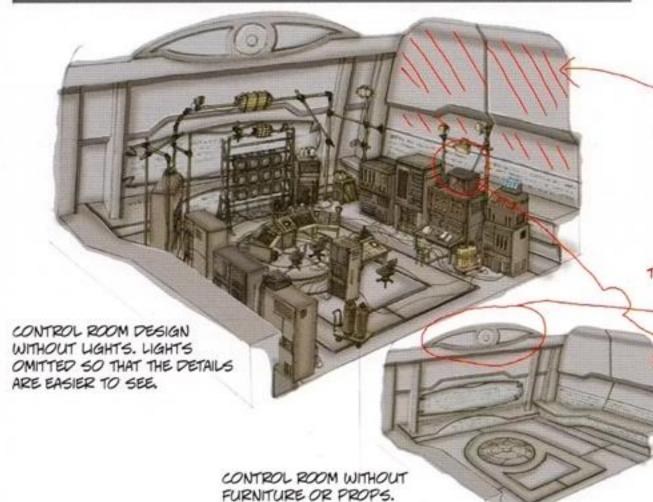
SECOND BATTLE WEAK POINT BY DESTROYING THE WEAK POINTS IN THE FIRST BATTLE, THESE PARTS WILL BE EXPOSED. THESE PARTS ARE THE NEW WEAK POINTS. THE PARTS ARE SHAPED LIKE RINGS, TWO-THIRDS OF WHICH ATTACK WITH THE REMAINING ONE-THIRD BEING THE WEAK POINT. THE RINGS ARE SURROUNDED BY WALLS SET AT 120 DEGREE ANGLES, AND THE PARTS THAT ARE EXPOSED WILL DIFFER.



#### ▼ CONTROL ROOM DESIGN







TXXI [ LODGE A יעחקהודגגו

THE WALLS ARE COVERED WITH VALKYRIAN TEXT. THIS IS AN IMPORTANT SYMBOL, SO IF IT CAN BE WORKED IN, PLEASE DO SO.

> THE SYMBOL APPEARS ON THE OPPOSITE WALL AS WELL.

THESE LIGHTS AND SUCH WERE PART OF THE MODERN ADDITIONS INVOLVED IN THE WEAPON ALTERATION PROCESS.

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# Bonus Illustration Drafts

This section contains three of the many rough drafts Honjou drew for the exclusive illustrations used in promotional items such as telephone cards. We also included the rough drafts for the popular illustration of Juliana and Selvaria together, which apparently started off with bunny suits. A rather humorous anecdote courtesy of Motoyama explains further.

#### ▼ SCRAPPED DRAFT (RIELA)



#### ▼ SCRAPPED DRAFT (RIELA & IMCA)



#### **▼** SCRAPPED DRAFT (LYDIA)



We received a request for an illustration of Juliana and Selvaria together for a pre-order bonus telephone card. Though, yes, while Honjou was technically given full freedom with the design, the first draft he came up with was the one with the bunny suits you see below. (laughs) This was just a bit too far gone on all accounts, so I managed to get him to settle on cocktail dresses... though it took me two hours to talk him out of the bunny suits. (SEGA - Motoyama)

#### **▼ JULIANA & SELVARIA**







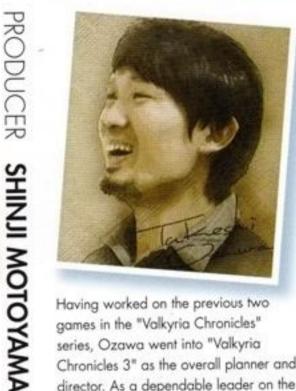


# "Depicting War" Development Team Interview

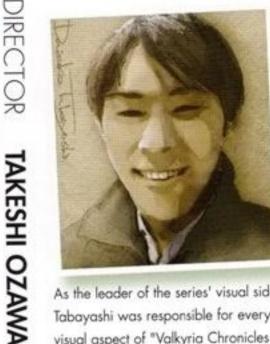
"Valkyria Chronicles 3" has earned its popularity through hardcore wartime drama. It is difficult to imagine the kind of struggling and passion that must go into creating such a great game. For this interview, we were fortunate enough to have four of the key developers sit down with us to reflect on their memories and share their thoughts regarding the game.



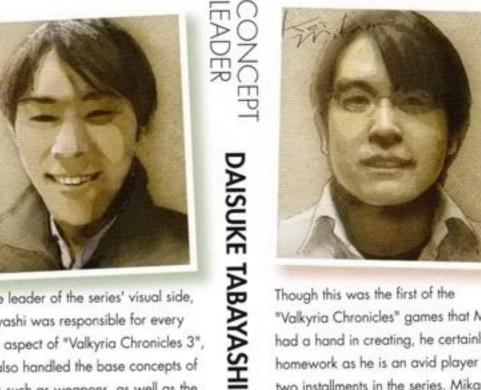
As the project leader, it was Motoyama's responsibility to point the team in the right direction and supervise every creation process.



Having worked on the previous two games in the "Valkyria Chronicles" series, Ozawa went into "Valkyria Chronicles 3" as the overall planner and director. As a dependable leader on the front lines, Ozawa was responsible for the story and system creation process.



As the leader of the series' visual side, Tabayashi was responsible for every visual aspect of "Valkyria Chronicles 3", and also handled the base concepts of things such as weapons, as well as the very structure of the world itself.



KEI MIKAMI Though this was the first of the "Valkyria Chronicles" games that Mikami had a hand in creating, he certainly did his homework as he is an avid player of the first two installments in the series. Mikami had a hand in just about everything and did his best to assist Producer Motoyama.

\*1: CHRONOLOGICALLY AFTER "2" According to the "Valkyria Chronicles" timeline, the events of "2" happen in 1937, two years after the events of "1" and "3".

\*2: MULTIPLAYER OPTION "2" offered a co-op and versus mode for up to four players.

#### UNAVOIDABLE SACRIFICES

WHEN DID THE "VALKYRIA CHRONICLES 3" ("3") PROJECT OFFICIALLY GET UNDERWAY?

MOTOYAMA: If random brainstorming counts, we did have several conversations about what we'd like to do with the next game while we were finishing up development on "Valkyria Chronicles 2" ("2"). It hadn't been officially decided that we'd do "3" yet at that point, but the entire team had a strong desire to do at least one more game.

WAS IT THEN THAT YOU DECIDED TO MAKE "3" TAKE PLACE IN 1935, THE SAME YEAR AS "VALKYRIA CHRONICLES 1"

MOTOYAMA: Initially, we thought that having "3" take place chronologically after "2" (\*1) would make the most

OZAWA: But then we started wondering if just moving the timeframe further into the future was the best way to go for the series. It didn't take us long to decide to pull the timeline back

IN DEVELOPING "3", WHAT WAS THE MAIN CONCEPT PUT IN PLACE FOR THE TEAM?

MOTOYAMA: The most important thing for us was to make the new game something that would satisfy "Valkyria Chronicles" players. To that end, we examined the two previous games and went through the process of deciding what should be kept, what should be changed, and what should be added. The biggest change we made was leaving out the multiplayer option (\*2) that we implemented for "2". By not

including the multiplayer option, we were able to build a more solid war drama simulation RPG.

OZAWA: The players who made use of the multiplayer option seemed to enjoy it, as all of the feedback we got was great. However, we noticed that these players were the minority. I personally thought we did a great job with the multiplayer mode, but the option was clearly not something your average "Valkyria Chronicles" player was wanting out of their

MOTOYAMA: I had an inkling that we might leave the option out of this game, but it wasn't easy. One of the fan letters I received included an anecdote about how a woman only managed to beat the game by having her husband help her in multiplayer mode. These sorts of

stories made the decision truly difficult, but it all came down to whether or not multiplayer mode is something that will improve the "Valkyria Chronicles" experience. The way the game is played, if your main goal is to win no matter what, it actually takes a lot of freedom away from the players. One person would take the role of the commander and the others would simply have to follow their orders. I suppose that would make the game a better military simulation (laughs), but it wouldn't make the game more fun for most people.

MIKAMI: We did try to come up with a different multiplayer system that would allow for more freedom and fun, but...

MOTOYAMA: Nothing seemed to click, and in the end we realized we should be using all of that time and energy focusing on more important areas of the game. So instead of forcing a half-baked multiplayer option into the game, we did away with it completely and focused on making the game better as a whole.

OZAWA: Another thing we had to consider was just how resource-intensive the multiplayer option can be due to the unique system of "Valkyria Chronicles". Without the extra weight of the multiplayer mode eating away at resources, we were able to improve the quality of the single player experience.

MOTOYAMA: There was a lot of doubt, though. I had a lot of people asking me, "Are you sure you want to get rid of multiplayer mode...?"

OZAWA: We were all pretty concerned about whether it would prove to be the right decision or not. I think most game developers would agree that removing something you had previously implemented is always a tough call.

MOTOYAMA: I can understand that hesitation, but it came down to keeping a feature simply because it existed in the previous game or removing it because that's what's best for the new game. Looking back on it now, I believe we made the right decision. To some people, it may seem like we just wanted to play it safe, but the truth is a lot of game developers fall into the trap of simply adding to a game to make a sequel. It was important for us to consider the overall balance of the game and make the right choices. Of course, if we had made the wrong choice, it's not like an apology would have made up for it. (laughs)

#### SERIOUS WAR DRAMA

PLEASE TELL US ABOUT THE CONCEPT BEHIND THE GAME SCENARIO AND DESIGN.

OZAWA: In coming up with the story, the main theme I wanted to focus on was the fact that war isn't all about heroism and victories. That's why I started the game off on a darker note. I also put a lot of thought into the plot twists and the characters' unexpected secrets, like their upbringings and the



We wanted the player to feel like they were caught in the middle of a bitter war. (Tabayashi)

### We were confident that we could tell a dramatic war story without relying on gimmicks. (Tabayashi)

distance and positional relationship to enemy soldiers at each instance. It's my opinion that characters with solid concepts and backgrounds are more convincing with their dialogue.

TABAYASHI: For the design team, the goal was to improve the quality of the graphics and interface, as this would be the second "Valkyria Chronicles" game to be released on the PSP. Another important factor to consider was the satisfaction levels of players who have been playing since "1" as well as those who came into the series with "2". The surveys we conducted for "2" were clearly divided regarding how satisfied the players were with the world of "2". Those who had never played "Valkyria Chronicles" before "2" were quite satisfied, but the players from "1" were harder to please. This was something we had been concerned about when working on "2", and rightly so it seems.

CAN YOU ELABORATE MORE ON THE DIFFERENCES BETWEEN "2" AND "3"?

TABAYASHI: "3" is much darker and more mysterious. I felt we hadn't pushed the whole "you're taking part in a real war" aspect to the forefront enough with "2", so that was something we were very careful about with "3".

MOTOYAMA: Throughout the entire "Valkyria Chronicles" series, the situations the characters are placed in and the war itself are quite hardcore, but the snippets of daily life that we get to see here and there are full of warmth. The reason "2" seemed so casual was that we pushed the daily life facet to the surface more than we did with "1". "3" was all about the war drama, so all of that hardship is front and center again, which helped to make the more pleasant scenes something to appreciate. When oppressed people find a brief moment of happiness in an ordinary moment of life, the warmth can be felt to the core.

THAT MUST BE WHY YOU CHOSE TO USE A PENAL MILITARY UNIT AS THE CORE GROUP OF CHARACTERS.

MOTOYAMA: Yes, though we did consider other possibilities.

OZAWA: There was a spy idea in there somewhere...
We were trying to bring Lanseal from "2" back somehow, and thought about focusing on a secret "Class Z". The only problem with this idea was that it would make "3" seem like a variation of "2". Instead of trying to force Lanseal into the mix, we decided to go back to the roots of "Valkyria Chronicles", which was Gallia's army and militia. From the very beginning, Motoyama had been wanting to create a "dark hero", and we felt that this was the best time to bring in that concept. By combining all of these elements, we came up with the idea for a penal military unit.

MOTOYAMA: We also thought the phrase "penal military unit" would offer some impact on its own.

#### UNCERTAINTIES REGARDING KURT'S DESIGN

SO KURT'S DESIGN WAS BASED ON THE CONCEPT OF A "DARK HERO"?

MOTOYAMA: He does have some of the traits, but I don't know if we would necessarily call him a "dark hero"...

OZAWA: No, I don't think we would. The first thing we considered when designing Kurt was the fact that we wanted to make him different from the other main characters in the series. Avan's the type of guy who acts before thinking, and Welkin is pretty much a genius without really realizing it. With the main character for "3", we thought that a brilliant guy who worked hard for every scrap of accomplishment he got would work well.

THIS WAS THE FIRST TIME GALLIA'S MAIN ARMY TOOK IN A STARRING ROLE.

OZAWA: As Tabayashi mentioned earlier, we really wanted to depict war properly in this game, and that's what led to using elite Gallian Army soldiers. Welkin was a soldier too, of course, but he was part of the militia. I suppose that, in a way, you could say the militia troops only have to put one foot into the war, while the official army soldiers have to jump in with both feet. That's the kind of character we wanted to portray in "3".

KURT WAS A PRETTY UNIQUE CHARACTER TYPE FOR A GAME LIKE THIS.

**OZAWA:** We hear that a lot. It wasn't intentional, and in fact we were a bit concerned that he didn't possess much flair.

TABAYASHI: When I first received the concept information describing Kurt's character in text format, I knew he'd be a tough character to get right. The main character always has to stand out in a crowd somehow in order to properly fill that important role. That's why we initially experimented with various kinds of accents and decorations for Kurt. We tried giving him silver hair and adding embellishments to his upper body, since that is what the player would be seeing the most.

MIKAMI: There was a time when the radio receiver Alfons wears was attached to Kurt's chest instead. We were planning to have Kurt use it to relay commands.

**OZAWA:** We got so carried away with adding embellishments that we actually had to organize an official "Simplification Meeting".

(laughs)

TABAYASHI: It's natural to get carried away with your main character when you're worried that he doesn't have that special something to hook the players. In the end, Kurt was designed as the relatively simple guy you met in the

game, though Honjou and I worried over him until the last

THE WAY IT SHOULD BE

DID ANYONE SUGGEST MAKING KURT STAND OUT A LITTLE MORE IN TERMS OF DESIGN?

**OZAWA:** A lot of people were of that opinion. Everyone within the team got to the point where they agreed that additional pomp and flair wouldn't be necessary because we planned to write a serious and well-grounded war story, but most of the people outside of the team were convinced that flashy is always best.

MOTOYAMA: We could understand their position, of course. Having a relatively plain main character is always a cause for concern because we're afraid players won't be drawn to the game. However, when we took things like the story for "3" and Kurt's relationships with Riela and Imca into consideration, we realized that making him too unusual could actually be detrimental. So every time someone suggested making Kurt more exotic, we replied with a polite, "Thank you for your input. We will take it into consideration." But the truth was, we had no intention of changing him at all.

OZAWA: I recall that one such suggestion was, "Maybe you should make Kurt half-Valkyria?" (laughs)

MOTOYAMA: One of my fondest memories is watching Tabayashi's enthusiasm visibly dwindle every time we got a suggestion like that.

EVERYONE: (laughs)

MOTOYAMA: I'm serious. I could actually see his mood drop like a rock. It was hilarious. (laughs)

TABAYASHI: It's just that such suggestions are so far removed from the vision I had of "Valkyria Chronicles"... If we had decided to go with the half-Valkyria concept, we would have of course made the best of it. But we all believed that "Valkyria Chronicles" could tell a solid war story without relying on gimmicks like that.

OZAWA: Avoiding extreme ideas like that was a necessary part of building a proper war story. We were fortunate to have a team comprised of people who shared our vision. Vicious exchanges of beam attacks is not something we wanted to do.

MOTOYAMA: Though it's true that "Valkyria Chronicles" does have elements of fantasy, we didn't want to cross that invisible line. Having a story full of drama isn't just about crazy characters. Sure, an outrageous character here or there certainly helps to make things interesting, but relying solely on the power of an extremely archetypical or unusual character just seems lazy. With a game like that, I doubt that players would be able to empathize



much with the story, and as far as marketing is concerned, I believe the non-character elements of a game can make it plenty interesting.

OZAWA: Kurt is the first character who comes to life in the story, and we were confident that he could stand on his own two feet within that realm. The main source of concern for me was how appealing he would look when his image was placed in magazines for advertisement purposes.

MOTOYAMA: I always felt that Kurt was easy to like once you play as him, so the only concern I had was that some players might decide not to like him before they even gave him a chance, and possibly even before the game was released!

TABAYASHI: Trying to avoid having players hate your main character before the game is even released may sound silly, but it's actually a very real concern. I've been in charge of the visual aspect of the series since "1", and I've found that the players' reactions to the main hero and heroine are always impossible to predict. Sub characters are easier in the sense that we get exactly the kind of player reaction we were hoping for about 90% of the time. The main hero and heroine, on the other hand, are often disliked for the most unexpected reasons.

OZAWA: Speaking from results, I think Yuichi Nakamura's great voice acting and having the position of commander within a group like Nameless made Kurt a likable character, and therefore a success.

#### OMITTED FROM HISTORY

HOW DID PLAYERS REACT TO THE DOUBLE-HEROINE SETUP?

**TABAYASHI:** We were fairly certain that general popularity would lean one way or the other, but once the game was released, we were surprised to find that they ended up being equally popular.

MOTOYAMA: We put a lot of time and effort into designing the two heroines, so we were both pleased and relieved when many players told us, "They're both great!"

WHEN DID YOU DECIDE THAT THE HEROINES WOULD BE A VALKYRIA AND A DARCSEN?

**OZAWA:** We knew we wanted to have a Valkyria for a heroine from the very beginning, but we did consider various ideas for the other heroine. Initially, back when we were still trying to tie Lanseal into the story of "3", we considered having a Gallian officer cadet as the second heroine. Though she would start out rather put off by the group of misfits known as Nameless, she would eventually come to care for them. The original second heroine was sort of like the current Kurt.

MOTOYAMA: Unfortunately, that character idea wasn't going to be able to hold her own as a heroine against a Valkyria.

**OZAWA:** In the world of "Valkyria Chronicles", the complementary existence to the Valkyria are the Darcsens,

#### \*3: MACROSS FRONTIER

An intensely popular anime series that aired on television in 2008 and later became a movie. The main character was voiced by the same voice actor as Kurt (Yuichi Nakamura) and the main heroine was voiced by the same voice actress as Riela (Aya Endo). Also, the main heroine's singing voice was performed by May'n, who sang the theme song for "3".

#### \*4: HANNIBAL

A general of Carthage, a once-prosperous citystate in North Africa. Hannibal faced Roman forces in war during the 2nd century B.C. He was feared and respected by allies and enemies alike as a brilliant tactician, and though he ended up taking his own life, he won countless victories during his lifetime.

#### \*5: RACISM

Racism is the belief that inherent differences between various human races make one's own race superior to all others. Baldren has never hidden his intense hatred of Darcsens.

#### \*6: EXTRA EPISODE SYSTEM

By progressing through certain events, this system allowed the player to see a different side of the situation at hand or the characters involved.

#### '7: EXTRA EDITION

The official title was "Valkyria Chronicles 3: Extra Edition". The Extra Edition was a special version of "3" that included three brand new events as well as four of the most popular DLC scenarios. It was released on November 23rd, 2011.

so everyone just kind of came to the conclusion that the second heroine should be a Darcsen.

MOTOYAMA: Once the Darcsen aspect was in place, we started fleshing out the concept of a "fighting Darcsen". We intentionally made Imca a very combat-oriented character because most "Valkyria Chronicles" fans have come to understand that Darcsens are passive, or at least unwilling to retaliate. For that reason, we thought that this extremely unusual Darcsen heroine would catch the player's attention.

WHY DID YOU DECIDE TO HAVE TWO HEROINES FOR "3"?

OZAWA: When we were first getting started, Motoyama declared, "I want to do double heroines this time," to which I responded, "I guess there's no talking you out of it."

MOTOYAMA: I do recall saying that, but... I can't remember why. (laughs)

OZAWA: That's where the whole idea of "unrecorded chronicles" came from. In most game series, having two heroines is a problem because you always have to deal with the debate of which relationship is official canon. We didn't want to have to choose one over the other and thereby officially state that one heroine does not truly make it to a happy ending with Kurt. But by having all of Nameless' activity stricken from historical records, there's no way to argue or define canon one way or the other.

MOST PEOPLE ASSUMED YOU MADE IT THAT WAY BECAUSE "3" REVEALS AND COVERS EVENTS THAT WE DIDN'T REALIZE WERE HAPPENING DURING "1", BUT YOU'RE SAYING THAT WASN'T THE CASE?

**OZAWA:** It's kind of the other way around. It was only after we decided that the events of "3" would be stricken from the record that we realized we could link "3" with "1".

WERE YOU AT ALL CONCERNED THAT HAVING TWO POTENTIAL ROMANCES AVAILABLE WOULD DILUTE THE SOLEMN WAR SIDE OF THE GAME'S AMBIANCE?

MOTOYAMA: I can't say we weren't worried at all, but... as we mentioned before, one of the main attractions of "Valkyria Chronicles" is the enjoyment of those every day, normal life moments in the midst of all that death and destruction. If we just wanted to go for a hardcore military simulation game, it wouldn't be a "Valkyria Chronicles" game.

**OZAWA:** We've even gotten some fan surveys coming back with requests for some kind of official "Best Couple" contest.

MOTOYAMA: To be honest, if you're out there fighting for your life and surviving against overwhelming odds with a small group of people, you're going to form all kinds of bonds. If, in addition to that, one of the guys happens to be super cool like Kurt and one of the girls happens to be very attractive like Riela or Imca, it would be harder to believe if romance didn't blossom out of that situation. (laughs)

MIKAMI: We were very careful about pre-release information regarding the double heroine system, because we didn't want to confuse anyone.

WITH VOICE ACTORS YUICHI NAKAMURA AND AYA ENDO AND SINGER MAY'N TEAMING UP FOR "3", A LOT OF PLAYERS HAVE MENTIONED HOW PLAYING "3" MADE

THEM NOSTALGIC FOR "MACROSS FRONTIER" (\*3), (LAUGHS)

MOTOYAMA: In all honesty, that was not intentional. I'm not very knowledgeable when it comes to animes and voice actors, so there's no way I could have known. It's just the staff members who have the knowledge on the voices that nominated a few, and we listened to the voice samples. Working from the sample audio, we selected actors based on how well they suited the characters we had envisioned.

OZAWA: I watch a lot of animes, but when you're selecting voice actors for your project, the only thing you're thinking about is whether the voice you hear matches the character you see. So it's not entirely unusual for developers to miss connections like that.

MIKAMI: May'n's was the last voice we added to the cast, and it was only then that I had a "Wait a second..." moment. (laughs)

MOTOYAMA: If we had intentionally selected these people as a clever reference to "Macross Frontier", I'm sure we would have used that to our advantage in the marketing side of things. (laughs)

# DELVING DEEPER INTO THE ENEMIES

WHAT CAN YOU TELL US ABOUT DAHAU?

OZAWA: Dahau came from the concept we mentioned before about how we wanted to depict every side of the beast called war; the heroism as well as the darker aspects. On the allied side, Nameless does the job, but we wanted a similar presence on the opposing side. Dahau is the character who had to resort to nefarious means in order to achieve a goal that we can sympathize with. People who devote their lives to difficult ideals and ambitions will quickly lose their motivation without a reason to keep pursuing them. That's why we made Dahau a hero of his people. We also wanted the main enemy to be someone Kurt could respect as an equal.

MOTOYAMA: Dahau's image concept came from Hannibal (\*4). He has an uncanny tactical mind, is quite strict, and is deeply trusted by his subordinates, but is treated poorly by his country and bends his own morality by the end. In a way, "3" is as much about Dahau's tragic story as it is about the main characters.

DID YOU KNOW EARLY ON THAT YOU WOULD BE BRINGING SO MANY CHARACTERS IN FROM THE PREVIOUS TWO GAMES?

**OZAWA:** Yes, it was all part of the plan. Motoyama wanted to do a "double heroine" and "all-star" game.

MOTOYAMA: I hadn't actually figured out just how we were going to incorporate those characters, but I knew I wanted to because in both games and movies, I love it when they reference characters from other titles within the same series. It would have been a shame to pass up that opportunity with a continuous world like the one we had built with "Valkyria Chronicles". I knew, of course, that we'd have to prioritize the story of "3" above all, though.

OZAWA: I personally had wanted to get a bit deeper under the surface with the enemy characters in "2", so I appreciated this opportunity to further explore characters like Leon and Baldren. The fact that "3" takes place during the Gallian Campaign meant that we'd be able to bring Leon and Baldren into the action as allies, which I thought would be fun.

MOTOYAMA: After "3" was released, we got a lot of feedback along the lines of, "Baldren was actually a pretty good guy..." He's not as evil as everyone thought, though he does have issues. (laughs)

**OZAWA:** Baldren's always been guided by his own sense of morality and justice, even in "2". But the thing is, he was a bad guy in "2" so we had to emphasize his less pleasant qualities, like his rampant racism (\*5). The problem was, we didn't get the chance to show the players why he became the way he was. "3" gave us that opportunity.

WERE THERE ANY CHARACTERS THAT WERE PARTICULARLY DIFFICULT TO WORK ON?

**OZAWA:** Avan, Zeri, and Cosette from "2" were pretty tricky. During the Gallian Campaign, they're all still just "children of civilians". Still, leaving them out was not an option, so we discussed a lot of different ways in which we could bring them into the story.

#### THE PATH TO BETRAYAL

THROUGH THE PREVIOUS TWO GAMES, IT SEEMED AS THOUGH A TRADITION WAS FORMING WHERE ONE OF YOUR CHARACTERS WOULD DIE IN THE MIDDLE OF THE GAME. IN "3", HOWEVER, THE LOSS OF A CHARACTER CAME IN THE FORM OF BETRAYAL. THIS WAS QUITE A SURPRISE.

OZAWA: This was the one situation I threw down on the table first when we were brainstorming about "3". It was a meeting where we were free to toss around ideas without any technical thought regarding how we might go about pulling them off. I brought up the idea of betrayal and being pursued by allied forces.

WAS GUSURG SPECIFICALLY DESIGNED TO BE THE BETRAYER?

MOTOYAMA: I would say so. We designed him as a Darcsen because we knew the betrayer would go on to join Calamity Raven, the Darcsen squad.

# We kept this tale out of the history books in order to preserve the heroines' happiness.

(Ozawa)



# It's like we're being guided through Crowe's memories.

(Motoyama)

OZAWA: There was also a reason behind the idea of having Nameless betrayed and then pursued by the Gallian Army. Since "3" was taking place during the same timeframe as "1", people who had played "1" already knew how the war was going to end. We didn't want them to just go through the motions thinking, "Yeah, yeah... I already know they're going to win the war." That's why we brought in the betrayals and had Nameless labeled as traitors by the very people they were trying to help. We wanted the player to remain interested in the game's events, so we shifted their main concern from "who will win the war" to "what will happen to Nameless".

#### LIMITS TO THE SUB CHARACTERS

HOW DID YOU SHAPE THE CONCEPTS FOR THE OTHER NAMELESS CHARACTERS?

MOTOYAMA: When we considered the fact that we'd be creating unique episodes for each character through the Extra Episode System (\*6), our concept ideas grew wilder and wilder. But allowing our imaginations to run wild would result in Nameless becoming a crazy circus, so we had to be careful about keeping ourselves in check.

OZAWA: All of the character concepts came to me first, and would be passed on to Motoyama after I approved them. Apparently, I was too lenient more often than not. The people creating the backstories for the sub characters knew all of the ins and outs of each character, as well as the unexpected twists and turns in the story. As a result, they tended to want to have fun with this opportunity to show "the other side" of certain characters or events. I'll certainly admit to being someone who likes these fun and crazy stories, so I tended to be a bit loose with my approval process. That's why Motoyama was such a vital person in the process; he was able to take a step back and look at the big picture.

IN "2", AVAN WAS A BIG PART OF EVERY CLASSMATE EVENT, BUT KURT DIDN'T NECESSARILY PLAY A BIG ROLE IN SOME OF THE NAMELESS' CHARACTER EPISODES.

**OZAWA:** If we went with the same style as "2", we ran the risk of having the main character stand out too far against the sub characters. It was also because Avan was trying his best to befriend all of his classmates, while Kurt knows that leading a military squad can't just be about being everyone's best bud.

WAS THERE ANYTHING YOU WERE CAREFUL ABOUT WITH REGARD TO THE NAMELESS CHARACTERS WHILE WORKING ON THE MAIN STORYLINE?

MOTOYAMA: As far as sub characters are concerned, Alfons and Leila are pretty easy to grasp. But the risky bit was in the fact that we'd turn the whole game into one big comedy show if we took those characters too far. Still, such characters are always useful in terms of moving the story along, so a writer can't help but bring those characters in here and there. There was a time when the first half of the story was mostly funny rather than serious, so we did have to revisit it in order to cut considerable amounts of dialogue.

MIKAMI: I recall at least three such editing sessions happening after the general plot had been solidified.

MOTOYAMA: Funny and casual situations became easier to accept after Chapter 7, once Nameless had had their little vacation and grown closer as a squad. It just seemed out of place to have so many casual moments between the squad members during the game's early stages, as they're still keeping each other at a certain distance at that point. I wanted to have a section of the game where Kurt and the others had to suffer through difficult missions all while dealing with an almost uncomfortable squad environment. Looking back on it now, I tend to think there were still a few places we could have improved in that regard.

OZAWA: If you noticed, most of the Nameless characters reveal their names in Chapter 2. This chapter was supposed to be about them accepting Kurt as their commander and not much else, but the writer apparently misunderstood the situation and had them opening up to each other. We tended to look for things like that whenever we went in to edit the story.

WHAT ABOUT THEIR DESIGNS?

TABAYASHI: Designing the Nameless characters was fun and exciting. When I was told that the main



characters would be like a band of hooligans, I was like, "YesII" (laughs) It's one of the character concept styles I'm pretty good at, and since "1" and "2" were full of goodygoodies, I felt like I had been down that road enough. I also thought the players might get a kick out of us putting a few chinks in the "squeaky clean Gallia" image we had built up through the first two games.

#### WHO IS TELLING THE STORY?

A BIG DRAW OF "3" WAS THAT THIS STORY WAS CALLED THE "UNRECORDED CHRONICLES". THE GAME'S STORY SEEMS TO BE TOLD IN A SORT OF DOCUMENTARY STYLE, BUT DID YOU HAVE A PARTICULAR PERSON IN MIND AS THE ONE WHO IS TELLING THE STORY?

MOTOYAMA: We didn't officially announce it, but I'm sure most players figured out that it's Ramsey Crowe based on the narrative voice. The story is basically being told the way he remembers it.

OZAWA: I'm sure you've seen documentaries on television about historical events that were stricken from the official record, but had their stories pieced together through discovered photographs and the recollections of civilians. This whole game was designed as one of those documentary shows, which is why everything looks like archived film and photos.

SO THE EVENT WHERE NAMELESS TAKES A COMMEMORATIVE PHOTOGRAPH...?

OZAWA: That was one of the events we used as a way to show the player that clues to the secret side of history can exist in some form or another. We chose Ramsey as the narrator because we believed he was the only person who could fill that role. It wouldn't make sense for any of the Nameless members to tell the story, as they were all willing to fake their own deaths and cast aside their citizenship in order to do the right thing. That decision didn't come easily to them, but they were all committed to taking that action despite the consequences.

MOTOYAMA: It took us awhile to settle on the visual flavor of archived film.

**TABAYASHI:** We tried a lot of different styles, but we felt that the archived film style really put a sense of distance between the present and the past events you're watching unfold.

OZAWA: It really emphasized the fact that these events were from the past. It's the kind of thing you'd expect to be prefaced with a disclaimer like, "The historical images you are about to see are rare and have remained undiscovered... until now." (laughs)

TABAYASHI: To explain in detail, we added things like white noise to the cinematics and a bit of a sepia tone to the visuals. We also kept the color saturation down compared to "2".

MOTOYAMA: We really wanted to give a melancholy tone to the game, so Tabayashi's design work really excelled in that aspect.

TABAYASHI: We used the imagery of a sunset a lot when advertising "3" because we wanted to give people an idea of the kind of situation the main characters found themselves in.

MOTOYAMA: Didn't you once tell me that using sunsets is cheating?

TABAYASHI: The colors of a sunset are very powerful. You can draw anything in a sunset scene and it'll still look good. That's why I say it's cheating. (laughs)

EVERYONE: (laughs)

TABAYASHI: I think it's been programmed into our genes to feel something when we see a sunset. So whenever I'm asked to draw one image that will definitely get a project proposal approved, I'll always fall back on the sunset. Speaking from experience, the power of a sunset is undeniable. (laughs)

#### **DEVELOPING "E2"**

WHAT CAN YOU TELL US ABOUT THE "EXTRA EDITION" ("E2") (\*7)?

MOTOYAMA: Thanks to the fans' overwhelming support, "3" has become the most popular of the three "Valkyria Chronicles" games. The sales guys asked if we could come up with something extra for the players, and that's when we found a few points in the game that would require some tweaks and also thought that something like the "Extra Edition" would be a great way to explore all of the additional stories and episodes we didn't get to use in the game. We were initially just going to release an expansion pack, but then we thought that a whole new version in the form of the "Extra Edition" would make everyone happier, including ourselves, our sales guys, and most importantly, the fans.

WHY DID YOU CHOOSE NOT TO GO WITH MORE

**OZAWA:** DLC relies on links to save data, and there's only so much DLC that can be used. We had already used up the allocated DLC allowance with the DLC we had made available post-release. In order to give the fans all of the episodes we had prepared, we needed to go with a new packaged version.

MOTOYAMA: Providing a patch was technically possible, and we probably would have done so if the title was an online game where the system is always controlled and tweaked by an administrator. Single player games don't have that luxury, so simply patching the new content in would not have been realistic. We'd have to edit numerous areas where the new content might conflict with the original, and we'd also have to check in on the core of the system, or revisit the master data. As a result, the time and cost involved with that method would have been unreasonable. Even with the original game, we had just barely stayed within our budget. By offering the "Extra Edition" as a new packaged version, we were able to keep the development costs down. If we had decided to go the DLC route, the cost to the players would have been sadly outrageous, and we're always wanting to provide the players with solid value.

SO A NEW PACKAGED EDITION WAS THE BEST WAY TO GO.

OZAWA: We had a lot of ideas for additional stories.

Once we had settled on doing "E2", we came up with at least 14 new stories, and selected three of the best.

MOTOYAMA: Ozawa makes my job easy in that all I have to do is mention an idea or two, and he'll come back at me with a ton of solid plans. (laughs)

IT WAS ACTUALLY KIND OF SURPRISING THAT CARISA'S EXTRA EVENT (\*8) WASN'T INCLUDED IN THE ORIGINAL GAME...

MOTOYAMA: That was directly the result of time restrictions. Carisa was the last character to be created, so we simply did not have time to build a proper story for her and put it into the game as playable content.

MIKAMI: She really wasn't the kind of character that would have her own event at first. She was always just "the procurement shop girl" until the latter part of development.

### I wanted to do a "betrayal" story. (Ozawa)





### I particularly liked the relationship between Kurt and Gusurg. (Mikami)

# \*8: CARISA'S EXTRA EVENT All of the Nameless members, including Gusurg, each had their own story events to flesh out their characters. Carisa -- who joined Nameless as Gusurg's replacement -- was the only exception, but

\*9: IRON EAGLE II

her event was added to "E2".

A 1988 action film that portrays U.S. and Soviet pilots cooperating to carry out a mission.

\*10: KURT AND GUSURG EVENT
Refers to one of the new events included in "E2",
entitled "Sky".

#### \*11: ANABASIS MAP

A map of the surrounding region, on which the missions and events for the current chapter are displayed. It is from this map that the player can select the next mission or event.

# \*12: SPECIALIZATION SYSTEM Kurt, Riela, and Imca were given "SP", which are points that can be used to activate their specializations. Each character had a different specialization, and Kurt's was "Direct Command", which allows him to move about and attack with allies in tow. Riela's specialization, "Valkyria", temporarily bestows her with invincibility and a beam attack. Imca's "Weapons Unleashed" specialization allows her to attack multiple enemies simultaneously.

#### \*13: SNIPER ELITE

As one of the top tier classes in the Scout tree's Sniper branch, the Sniper Elite boasts the most powerful anti-personnel attacks among all of the classes.

\*14: EVERY BRANCH OPEN TO ALL OF THE CHARACTERS

In the previous two "Valkyria Chronicles" games, each character was limited to one military branch (with the exception of Avan from "2"), "3" introduced a new system where every character could be switched to any branch.

#### **FAVORITE SCENES**

WHAT WERE YOUR FAVORITE SCENES IN THE GAME?

OZAWA: I might be a bit biased since they were my ideas, but I liked how Gusurg was forced into a corner where he had to betray Nameless, and also how Nameless was framed and declared a rebel squad. I also liked the two scenes involving the bridge. In Chapter 8, the characters were faced with the dilemma of sacrificing a few people to save many, and though that may be the correct way to win a war, it's just plain wrong as human beings. But this event made the heroics in Chapter 17 more satisfying, where they save people regardless of numbers.

MOTOYAMA: I found all of the cinematics to be quite memorable. Other than that, I really liked the scene in Chapter 1 where Kurt makes a speech about how running away doesn't solve anything. I think those words can apply to anyone in the world. Another favorite scene of mine is in the last chapter, where Kurt gives the medals back. That was actually something that I got from the movie "Iron Eagle II" (\*9). I was just a kid when I watched it, but there was something about the scene where the guys returned their medals and resolved to make their last decision out of their own free will rather than because they were ordered to. It really moved me.

MIKAMI: Throughout the entire game, I really liked the relationship between Kurt and Gusurg. I kept telling Motoyama that I wanted to do an event where we explore Kurt's thoughts about Gusurg, but we didn't get to do that in the original game. Fortunately, I got my chance to make a Kurt and Gusurg event (\*10) with "E2". The DLC entitled "The Valkyria Conflict" was also a great one. The idea for that came from a fan survey we put up on the official website. We asked what kind of DLC the players would like to see, and one of the most popular ideas was a scenario where they'd get to have a Valkyria vs. Valkyria fight. In particular, they wanted to fight Selvaria in her Valkyria form. I had always wanted to do a Valkyria battle mission, so I pushed this idea as much as I could, which makes it particularly memorable for me. Up to that point in the series, fights against a Valkyria had generally been depicted as events that you just watch, so this mission was really exciting.

#### THE SPECIALIZATION SYSTEM

LET'S TALK ABOUT THE GAMEPLAY SYSTEM A LITTLE. IS THERE ANYTHING IN PARTICULAR THAT YOU'D LIKE TO TALK ABOUT?

MOTOYAMA: One thing we were careful about was ensuring that we didn't restrict the tactical variety that the players enjoyed in "2". I also asked the staff members to maintain the war ambiance, add some variety to the maps, use massive weapons and increase the excitement when in Action Mode.

OZAWA: Based on player feedback for "2", we learned that they are surprisingly interested in the "why" of the battles they encounter. So we focused on giving them more information like what the situation is and how they might need to fight in order to make it through. The Anabasis Map (\*11) was one of the new ways we offered the players information. The only real difference from "2" was whether we showed this information in a list format or on a map. We found that displaying information on a map helped to maintain the player's motivation.

TABAYASHI: We'd had the idea for the mission map display since "1", but had been unable to come up with a style that

we liked. I'm glad we were finally able to bring it to life in "3". Making those high-quality maps took a lot of effort, but everyone worked hard on them and we pulled it off.

**OZAWA:** Another important concern was continuity. We had to make certain that the placement of towns and battlefields did not conflict with the information provided in the previous two games.

WHAT CAN YOU TELL US ABOUT THE BRAND NEW "SPECIALIZATION SYSTEM" (\* 12)?

**OZAWA:** It all started with Motoyama saying that he wanted to make the Valkyria a usable unit. But giving the Specialization System to Riela alone made her seem like the odd one out, so we decided to expand the system to include Kurt and Imca as well. We wanted each of their specializations to be unique from one another, so we ensured that they focused on each character's distinctive qualities.

WAS IT DIFFICULT TO MAINTAIN GAME BALANCE WHEN YOU BROUGHT IN SOMETHING AS MIGHTY AS VALKYRIAN POWERS?

OZAWA: I think we did a good job of maintaining game balance by tying the Valkyrian powers to a point-based system. We didn't want to lessen the might of the Valkyrian powers just for the sake of game balance, as doing that would ruin the image we had built of the amazing, legendary Valkyrur. For this reason, we knew all along that Riela would have to be invincible while her Valkyrian power was activated. It's true that we had to tweak the strength of her attacks a bit in the name of game balance, but that can be explained by the fact that Riela is not a pure Valkyria. That's our story and we're sticking to it. (laughs) By including a mission that requires the use of the Specialization System, we were able to make it a meaningful addition to the game.

KURT'S AND IMCA'S SPECIALIZATIONS ARE QUITE POWERFUL AS WELL.

OZAWA: Expert players particularly enjoyed Kurt's specialization, as it would make the snipers and anti-tankers offer support fire even in cases where they usually would not. Thanks to this skill, you can technically have two Sniper Elites (\*13) tag along with Kurt, and the three of them together can devastate an enemy in ways that would even make a Valkyria blush. We were aware of this tactic during development, and it did cause some concern...

MIKAMI: One of the test players reported back to us saying, "Er... with Kurt's specialization, you're able to kill the boss character Zig with one attack... is this okay?"

MOTOYAMA: We decided to allow it since the only people who would realize they could do this would most certainly be the expert players. I guess you could call it a perk that comes with expertise, or a veteran technique.

# MAKING THE BEST USE OF MILITARY BRANCHES

WHY DID YOU DECIDE TO MAKE EVERY BRANCH OPEN TO ALL OF THE CHARACTERS (\* 1.4)?

**OZAWA:** The first reason was because we reduced the number of main characters in order to give each of them more time in the spotlight. This led to a problem where you sometimes didn't have enough people of a certain branch for specific missions.

開発スタッフ座談会/「戦争を描くこと」を貫く Development Team Interview

The other reason was simply because the fans asked for it. A lot of the feedback we got for "1" and "2" included requests for all the branches to be open to every character, because the players wanted to use the characters they liked rather than have to select units based on their available branches. Up until "2", each character's military branch was part of their character concept in a way. We decided to keep that idea alive in "3" in the form of the "preferred branches" (\*15). To be honest, I don't think we ever needed the branches to define the characters' personalities, as we managed to do that with their Personal Potentials (\*16).

MOTOYAMA: The most important thing was to make sure that each branch was unique. We wanted the Armored Techs to excel in defense, while the Engineers specialized in healing, etc. Limiting and focusing the capabilities of each branch makes the game more fun to play.

**OZAWA:** We actually walked a pretty risky path with branches like the Armored Tech, because we basically took away almost all of their offensive capabilities. These kinds of extreme adjustments were only made possible because we opened all of the branches up to every character. When you specialize abilities to the extreme, the result is that some branches will be a necessity for certain missions yet be completely useless for others. This would have been a problem in the previous games, as it would have meant that the players couldn't use their favorite characters when they wanted to. With the new branch system, however, the player is able to use any character they want no matter what kind of mission they are facing.

WHAT WAS THE PROCESS FOR FIGURING OUT THE RIGHT LEVEL OF DIFFICULTY?

MOTOYAMA: Generally speaking, we raised the difficulty level from the previous games because we wanted the gameplay to continue to be exciting for experienced players. Some of the things we adjusted included the branch abilities and the strength of intercept attacks. On the other hand, we made Easy Mode (\*17) extra easy so as not to alienate the less advanced players.

OZAWA: "2" actually brought a new layer of players into the series, and these players don't usually play games similar to "Valkyria Chronicles". That's why we paid special attention to creating an Easy Mode – so that we didn't release a game that couldn't be cleared by half of its players. Motoyama said we could make Easy Mode a cakewalk as long as the player had the option to switch between difficulty modes at any time. That gave us the freedom to be a little sadistic when balancing the difficulty in Normal Mode. (laughs)

MOTOYAMA: Playing in Easy Mode doesn't carry any penalties and the option to switch difficulty levels is always there, so if a player finds a certain mission to be too frustrating in Normal Mode, they can continue to enjoy the game in Easy Mode.

#### **FULL MODEL CHANGE**

TO ROUND OUT THIS INTERVIEW, WHY DON'T WE TALK ABOUT THE BEST PARTS OF THIS GAME AND ANY IDEAS YOU HAVE FOR THE NEXT GAME, IF THERE IS GOING TO BE ONE.

**OZAWA:** With regard to the story, I think we got to do everything we wanted to this time around. As far as the

gameplay is concerned, I would have liked to allow cannon intercept fire (\*18) from tanks and turrets. We sort of implemented something similar with the Bombardment Areas (\*19), but I'd like to make cannon intercept fire a reality if we get another chance.

MOTOYAMA: I think we've done everything we can with the current "Valkyria Chronicles" system. There are always little things that can be improved, but in general I think we're quite satisfied. If we do end up moving forward with this series, I'd like to make some big changes.

MIKAMI: I do think we reached some level of completeness with the BLiTZ System (\*20) in this game. I don't think any of us feel like we left anything unfinished. If we do work on another "Valkyria Chronicles" game, I'd like to implement something that takes the best parts of BLiTZ and brings them out in a whole new way.

MOTOYAMA: Right. I think we'd need to create something that would offer the intensity of running to cannon crossfire, or even a full model change.

IS THERE ANOTHER GAME IN THE WORKS?

MOTOYAMA: That's a secret. (laughs) I won't say there's nothing in the works, but we just can't talk about it. We're not even sure if it's going to be a straight-up sequel or something else. If we settle into calling it a sequel too early, I think we'll limit ourselves to making small changes rather than large ones. I think the best way to go would be for us to create something new and exciting, and then decide if we want it to be a sequel.

TABAYASHI: As a designer, I'd like to take the player into the conflict between the Federation and the Empire. I feel like I've used up all of my "Gallia vs. the Empire" designs over the course of the first three games. (laughs) If we brought the Federation into the spotlight, I'd have a whole new playing field to work with. "3" was really in line with my preferred style of work, and I got to do a lot of things that I didn't have a chance to do in the previous two games, so I'm quite happy with what we've produced. To tell the truth, there was something I had thought up for "1", but I didn't get to implement it until "3".

MOTOYAMA: What? Really? You've never told us about anything like that.

**TABAYASHI:** When we were first planning "1", I wanted to include a plot point where the main character gets punched right at the beginning of the game. This idea was rejected at the time, but when I read the story for "3", there it was. Kurt getting punched in Chapter 1. (laughs)

OZAWA: I had no idea... (laughs) I guess great minds think alike?

TABAYASHI: I also feel like "Valkyria Chronicles" really came into its own with "3". It's a period piece with tanks as a motif and the people in a penal military unit as the main characters. The entire series has sort of a niche appeal, and I think we were able to bring it into the mainstream. There might not be much else to the "Valkyria Chronicles" world, but I believe the series features some very special content that only Japanese people could have offered.

MOTOYAMA: Wow, that's such a great "Producer" speech...
I can't top that. (laughs)

(SEPTEMBER 2011, AT THE SEGA HEADQUARTERS)

\*15: PREFERRED BRANCHES
Every character has two preferred branches.
Selecting a preferred branch for a character grants
them special bonuses.

#### \*16: PERSONAL POTENTIALS

Personal Potentials are special abilities that would reflect a character's personality and physical features, like "Composed", "Valiant" and "Small-Built" and can be activated during the combat.

#### \*17: EASY MODE

The game has two difficulty settings: Normal and Easy. As Motoyama mentioned in the interview, it is possible to switch between difficulty levels at any time, and doing so does not affect the game in any way except to make it harder or easier.

#### \*18: CANNON INTERCEPT FIRE

Under the current system, intercept fire can only come from machine guns, so players do not have to worry about intercept fire from cannons.

#### \*19: BOMBARDMENT AREAS

Bombardment Areas are special locations on a map where a unit will be showered with devastating bombardments as soon as it steps into the designated area. The bombardments continue until the unit leaves the area.

#### \*20: BLITZ SYSTEM

Short for "Battle of Live Tactical Zones", the "BLiTZ System" is the name coined for the combat system in the "Valkyria Chronicles" series. The BLiTZ System is comprised of Command Mode, which involves making tactical decisions in an overhead map view, and Action Mode, where the player moves their units in real time from a third-person view. This system offers a satisfying simulation experience while still putting the player right in the heart of the action.

# I'd like to see something completely new that blows the current BLiTZ System out of the water. (Mikami)



I think we're going to need a full model change soon. (Motoyama)